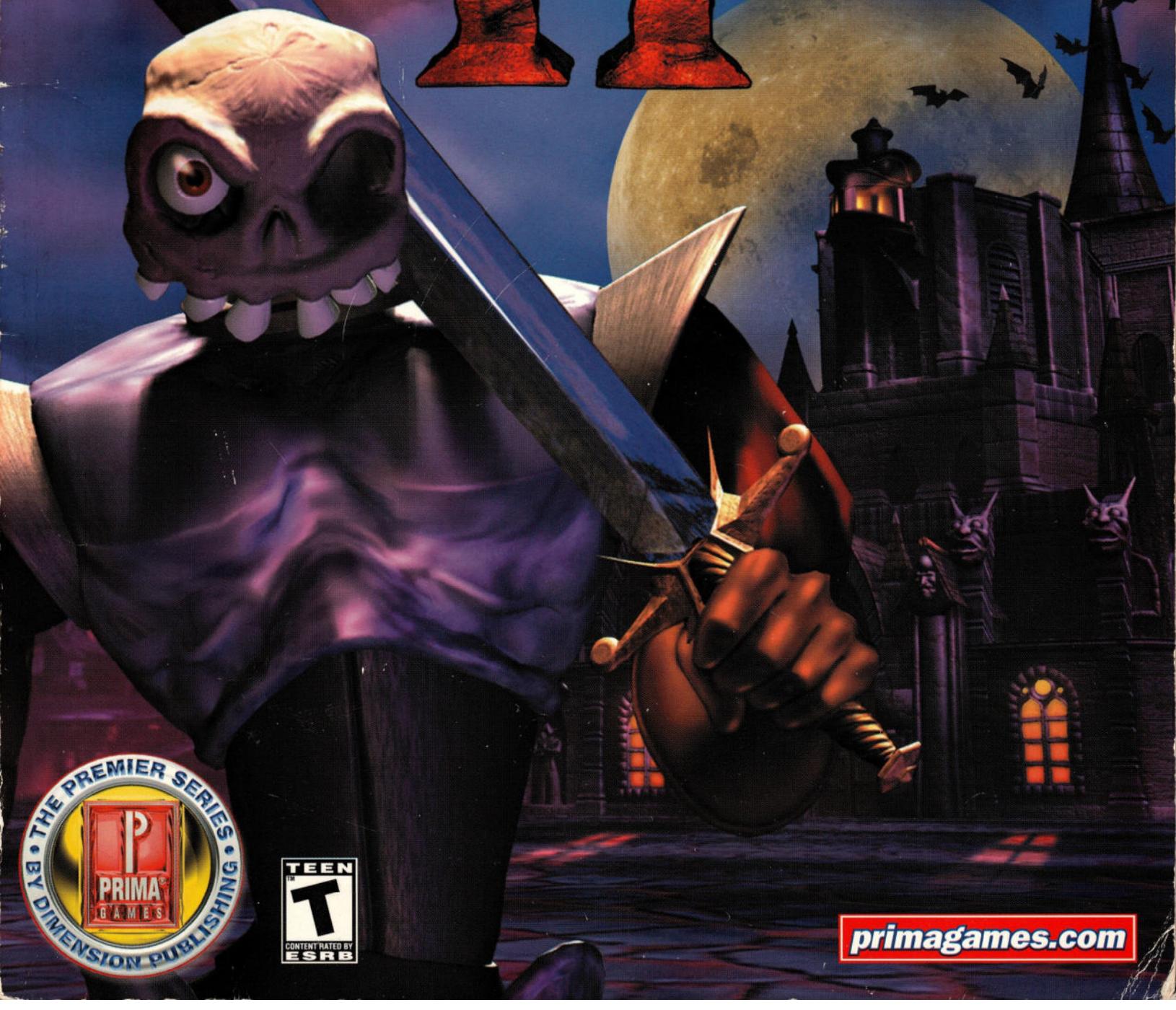


PRIMA'S OFFICIAL STRATEGY GUIDE



MEDIEVIL®



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MEDIEVIL.

Prima's Official Strategy Guide

PRIMA PUBLISHING
3000 LAVA RIDGE COURT
ROSEVILLE, CA 95661
WWW.PRIMAGAMES.COM

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Special thanks: At Sony: Susan Nourai, Jonathan Manahan, Peter Clark, Mark Valador, Molly Smith, Ami Blaire, Andrew House and Kirsten Merit. At home: Catherine, Sara, Jeanne, Maggie, Dane, Gigi and Kimberly.

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ISBN: 0-7615-3006-1

Library of Congress Catalog Card Number: 00-102906
Printed in the United States of America

00 01 02 03 KK 10 9 8 7 6 5 4 3 2 1

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Getting Started

Before Sir Dan embarks on his new quest, we think you might want to take him through his paces and, once again, get reacquainted with his old pile of bones — after all, it has been 500 years since he walked the Earth. If he's going to survive the hordes of rotting undead, foul demons, vicious creatures and the maniacal Lord Palethorn, you're going to have to come to grips with all of his many moves and manifestations.

Using this Guide:

We have crafted this strategy guide for you, the player, to get the most out of it and the game. As is our typical fashion, we have presented complete walk-throughs for each of MediEvil II's 17 levels — allowing you to play shot-by-shot, with the guide as your handy companion. But, if you prefer to go it alone, only needing the occasional push in the right direction, we have also broken down and highlighted the game's major puzzles, with quick-reference solutions before each walk-through. In addition, just in case you get lost within the game's massive levels, we have conveniently added 3D and top-down, graphic-rendered maps. These maps pinpoint the start and exit for each level, as well as the locations of all of the weapons, items, Gold and Fountains of Rejuvenation located throughout. Take a look at the accompanying Legend to see what items can be found in each level. Finally, we list each of the enemies introduced in the game with detailed strategies on how to beat them.

The Main Cast of Characters:



Sir Daniel Fortesque:

Ah, Sir Daniel Fortesque, an unlikely hero if there ever was one. This once-great warrior died an ignoble death at the hands of the evil sorcerer Zarok and his army of undead over 600 years ago. In an unusual twist of fate, after 100 years of being dead and buried, Sir Dan was re-animated by Zarok's very own dark magic. A great adventure ensued with many battles taking place. Sir Dan eventually defeated Zarok, restored peace to the land of Gallowmere and earned the right to take a restful place among his comrades in the Hall of Heroes. It's now been 500 years since and the incident has become the stuff of myth and mystery. All would be well and good if it wasn't for the discovery of some of Zarok's pages from his ancient spell book. These powerful tomes have fallen into the wrong hands and have, once again, been used to awaken the undead and create chaotic evil. Sir Dan wakes once more, this time in the Great Museum in Kensington, London as part of the Medieval exhibit. As they say, there's no rest for the weary (or the bone-tired). It's time to get back into the fight and stop another mad magician before it's too late.



Professor Hamilton Kift:

This "mad scientist" and master of the occult has dedicated his life to science, in the hope that he might help mankind achieve a better existence. Unfortunately, with fiends such as the sinister Lord Palethorn roaming the earth, the Professor's job is that much harder. Imprisoned by Palethorn in a makeshift laboratory under the streets of London, the Prof. Has sent Winston, his faithful Help Ghost, to enlist Sir Daniel Fortesque and send him back into battle against the remnants of Zarok's heinous spell book. You will meet up with the Professor soon enough and, when you do, be sure to bring him the Chalice of Souls, as he can use its powers to build powerful weapons for you.



Princess Kiya:

Back in ancient Egyptian times, the lovely Princess Kiya was selected by the Pharaoh Ramesses to be one of his 200 wives. Luckily for her, he died before their marriage was consummated. Unluckily for her, she was chosen to accompany him on his journey to the afterlife. Like Fortesque, Zarok's spell has risen her from the grave, although Sir Dan is going to have to figure out a puzzle to free her from her tomb in the Great Museum. I wouldn't be surprised if Sir Dan falls hard for her... she's a hotty!



Winston, the Help Ghost:

Winston Chapelmount was a happy-go-lucky Cockney boy at the age of ten before he passed on from this world. Roaming the earth as a ghost, he somehow hooked up with the Professor and has become his spectral right-hand man. Unfortunately, because of his transparent status, his involvement in stopping Palethorn is limited to uncovering and supplying information. Listen to what he has to say, as often it will come in handy. He will also provide the opportunity to save your game from time-to-time. I suggest you take him up on the offer.



The Spiv:

Like a back alley con-man, The Spiv is willing to sell you whatever you need — at a price. This petty crook and unsavory character can be found loitering about each level and has plenty of wares and services to offer. Just be prepared to pay through the nose-cavity.



Lord Palethorn:

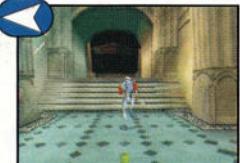
In his greedy quest for success, wealth and power, this industrialist has looked to the dark arts of Black Magic. Uncovering pages of Zarok's ancient spell book, this megalomaniac has unleashed a wave of insidious evil across the land, raising the dead and summoning dark creatures from the netherworld. Lucky for us, this spell also revives Sir Dan from his crypt who, begrudgingly, must, once again, set things right. It won't be easy though, Palethorn is tough and relentless, with many assets under his command. Stay sharp and at the ready, as we'll be running into this nightmarish power-monger soon enough.

Controlling Sir Daniel Fortesque:



Running and Walking — D-Pad or Left stick:

Using the D-pad, Sir Dan will casually walk in any direction you point him in. Walking is good for small platforms, precision jumping and navigating through precarious situations. To run using the D-pad, just double-tap and hold in the direction you want him to go. Sir Dan will continue to run until he is stopped, or hits an object or enemy. Using the left stick is a bit different. In this normal Analog mode, the left stick is sensitive to the touch. If you move it slightly in any direction, Sir Dan will walk. If you push it a bit harder, he picks up speed. By pushing it all the way in any given direction, Sir Dan will run.



The Daring Dash — ▲ button and D-Pad or Left stick combination:

You start out the game with this move and, believe you me, we'll be using it often. To execute the Daring Dash, just hit the ▲ Button while running in any direction and Sir Dan will do a short dash/shoulder charge while holding up his shield in defense.

Jumping — ● Button:

The most basic of basic moves ever found in an action/platform game, and one that you'll be using a lot. Make sure to get a feeling for how far Sir Dan can jump before attempting to leap across some of the larger holes between platforms and walkways.



Super Jump — ▲ while running in conjunction with the ● Button:

Sir Dan can jump even farther when you apply this handy combination. To get across some of the trickier gaps, take a running start, then hit the ▲ Button to execute a Daring Dash. As soon as you do, quickly hit the ● Button to jump and utilize the extra speed to get over and across your obstacle.



Attacking — x and ■ Buttons:

Primary Attack — By tapping the x Button, Sir Dan will attack his adversaries with whatever weapon you have selected from his inventory. When using a sword, one tap equals a single swipe, two a double swipe and three equals a combo swipe.

Secondary Attack — This charge-up attack will deliver a lot more damage than Sir Dan's primary attack. By holding down the ■ button for a few seconds, most weapons Sir Dan has selected will "charge up" and glow. When let go, it will inflict approximately double the damage of your normal attack.

**Note: Not all weapons can be used with the Secondary Attack. Experiment to see which ones do and don't work.*



Actions and Interactions — x Button:

Besides being the button for attacking, you can use the x Button to interact with some of the "friendlies" found throughout the game (such as The Spiv and Winston the Help Ghost), as well as read any of the numerous books you might discover here and there.



Pushing and Pulling — x Button with the D-Pad or Left stick:

In addition to attacking and interacting, the x Button also lets Sir Dan push and pull certain objects (such as crates and stone columns) in the game. To do so, just get right next to the object and hold down the x Button — Sir Dan will lock on to it. Now, while holding down the x Button, you can press forward with the D-pad or Left stick, or pull it backwards to move the object.



Climbing — D-Pad or Left stick:

Among some of his other new moves, Sir Dan can now climb up and down ladders and other climbable surfaces. To do so, just push forward on the D-Pad or Left stick until Sir Dan is against the ladder. He will automatically sheath his weapon and latch onto the climbable surface. Just press up, down, left or right to make him climb. You can also protect his fragile hollow skull with your shield by pressing the ▲ Button while stationary on a ladder.



Blocking and Ducking — ▲ Button:

In order to defend himself from the vicious attacks of Palethorn's minions, Sir Dan can seek refuge behind a selection of shields. By pressing down and holding the ▲ Button, Sir Dan will crouch and hold his shield up in defense. If Sir Dan is not in the company of a shield, pressing and holding down the same button will cause Sir Dan to duck down.



Side-Stepping and Strafing — [L] Button in conjunction with the D-Pad or Left stick:

By holding down the [L] Button, in combination with the D-Pad or Left stick, Sir Dan can side-step/strafe left or right, or walk backwards while facing forwards.



Selecting and Changing Targets — [R] Button:

When you have a projectile weapon equipped (such as the Blunderbuss, Pistol, Gating Gun, Crossbow, etc.) a Firefly appears and will track the nearest enemy, allowing Sir Dan to lock-on to it. You can then hit the [R] Button if you want to send your Firefly to the next nearest enemy and so on, allowing you to toggle through a group in order to eliminate the most immediate threat.



Swapping and Implementing Headless Sir Dan and Dan-Hand — [R] Button with the ▲ Button:

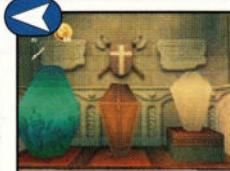
Sir Dan's head isn't screwed on as tight as it used to be — but this isn't necessarily a bad thing. When Sir Dan receives the ability (Headless Sir Dan in Greenwich Observatory and Dan-Hand after Dan-kenstein), he can then take his head and either put it on any of the severed hands found throughout certain levels, or he can use his head to figure out puzzles in many ingenious ways. You will know when you can use his head by a glowing blue sphere appearing next to him. To remove Sir Dan's head, stand next to the hand or object you want to put it on/in, then hold down the [R] Button and press the ▲ Button. You can swap between controlling Headless Sir Dan and Dan-Hand by again holding down the [R] Button in conjunction with the ▲ Button. Lastly, you can retrieve your head by repeating the action ([R] Button and ▲) when next to it.





Utilizing the Camera — L1 and R1 or the Right stick:

On occasion, Sir Dan will need to survey his surroundings more closely with his one good eye. This can be done in two different ways: 1) It's possible to manually rotate the camera to the left or right via the L1 and R1 buttons. This function comes in handy when you want to keep the camera behind Sir Dan for some of the more harrowing areas where an accidental movement could be dangerous. 2) It's possible to actually zoom into a 1st person perspective and look around via the "DanCam". To do this, you have to be stationary, then hold down the L1 and R1 Buttons simultaneously while utilizing the D-Pad or Left stick to look around, 360 degrees. Lastly, you can use the Right stick while in the Analog mode to move the camera around Sir Dan, similar to rotating it with the L1 and R1 Buttons.



The Inventory — SELECT and the \times Button:

Hitting the SELECT Button brings up Sir Dan's Inventory selection screen. Use the D-Pad or Left stick to scroll through your available weapons and items then activate the one you want with the \times Button.



Selecting and Toggling weapons — L1 Button in conjunction with the \blacksquare Button:

One of the many new additions to MediEvil II is the ability to keep two weapons at the ready. On the screen in the upper-left corner are two weapon slots. When you have more than one weapon, you can place two in these slots, then toggle back and forth between them without pausing the game. To use the slots, enter your Inventory by pressing the SELECT Button and choose your first weapon by highlighting it and hitting the \times Button. When you do this, the chosen weapon will glow, as well as one of the slots on the screen. When it's glowing, you can choose which slot you want to place it in by pressing up or down on the D-Pad or Left stick, then place it by hitting the \times Button once again. You can repeat this process a second time for your other weapon. When two weapons are in your slots, it's possible to toggle back and forth between them during gameplay by holding down the L1 Button and tapping \blacksquare .



Playing as Headless Sir Dan:

In certain levels Sir Dan will literally lose his head. Thanks to a pesky Bird, Sir Dan's head can and will be whisked away for you to try and recover it. When this happens, you can still control Sir Dan, but minus his noggin. In order to find where the beast has flown off to, you can switch perspectives to your head, via the L1 and \blacktriangle Buttons, to get an idea of where it is. You can keep switching back and forth, like a game of hot and cold, until you come across it. It's possible to enter the DanCam perspective when you switch to your head by holding down both L1 and R1 Buttons simultaneously. Also, when you gain the Dan-Hand ability (see below), you can switch between the two by holding down the same L1 and \blacktriangle Button configuration. This will come in handy down the line, when you have to use both characters to solve a puzzle or progress through a level.



Playing as Dan-Hand:

Like Headless Sir Dan, the Dan-Hand ability isn't available to you right off the bat. You will earn this ability after the Iron Slugger level, then will be able to use it any time you run into one of the many severed hands scampering about in certain levels. When you do run across one of these digits, guide Sir Dan toward it until you see a glowing blue sphere appear. Now, hold down the L1 Button and press \blacktriangle to place his head on the hand. You now can use your new Dan-Hand character to scurry about the levels and explore cracks, nooks and crannies for hidden treasure and important items. Controlling Dan-Hand is a much simpler task than controlling Sir Dan. The D-Pad/Left stick moves him around, the \bullet Button Jumps, and holding down the R1 Button causes him to walk. You can still use the L and R Button for all of the camera functions and you can switch between Dan-Hand and Headless Sir Dan at any time by holding down L1 and pressing \blacktriangle .

**Note: Once you achieve this ability, you can go back to previous levels to uncover new and secret areas. See the separate Dan-Hand section starting on page 142 for complete walk-throughs on these levels.*



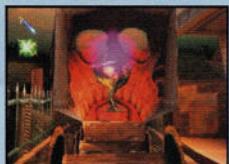
Playing as Dan-kenstein:

At one point in the game, Sir Dan will have to go up against Palethorn's champ, the Iron Slugger, in a boxing match. Thanks to the Professor, he'll have a burly new body to contend with. Unfortunately for you, its limbs will fly off, leaving oozing stumps if you take too many hits from the beast. Study the finer points of pugilism below, so you can keep your arms and legs inside the ring at all times.

- \times Button = Low Jab
- \blacksquare Button = High Jab
- \blacktriangle Button = High Hook
- \bullet Button = Low Hook
- L1 + \blacksquare Button = Overhead Chop
- L1 + \blacksquare Button = Jaw Buster
- \times + \blacksquare Button = Headbutt
- L1 Button = High Block
- L2 Button = Low Block
- R1 Button changes camera angle

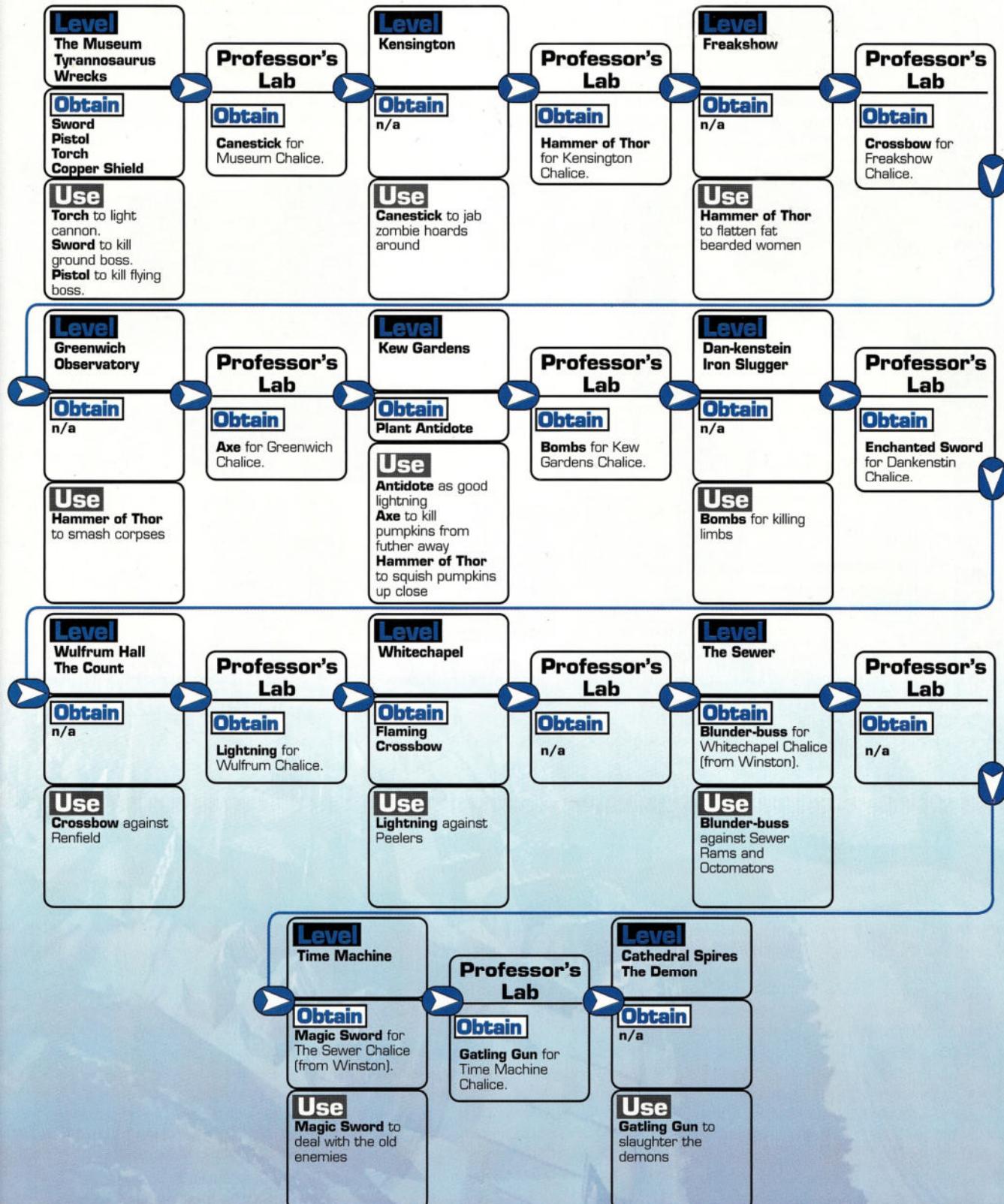


The Chalice of Souls:



In certain locations, you will see a transparent golden Chalice hovering in the air. This Chalice, when filled with the souls of the vanquished, can be brought back to the Professor in his laboratory and its energy harnessed to create bigger and better weapons to use in your quest. You can only retrieve the Chalice when it is filled 100% with souls, but first you will have to find it. Refer to the maps and accompanying legends in this strategy guide to uncover their locations.

Rewards and usage chart

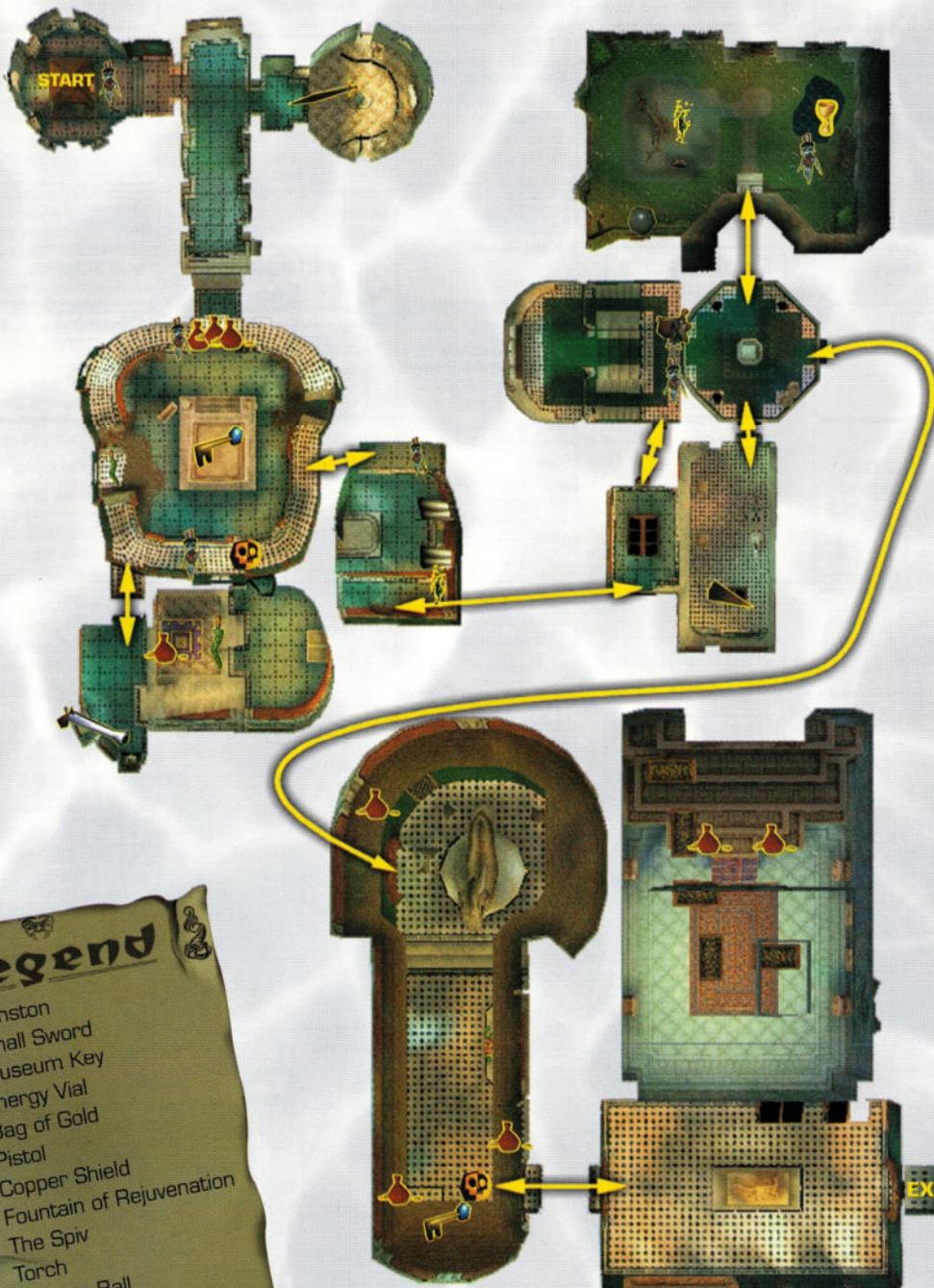


Level 1



The Museum:

Welcome back, old friend. It's good to see that you've aged well with time. Although Zarok remains a distant memory from the past, it seems pages from his heinous spell book have resurfaced and fallen into the wrong hands. A nasty chap by the name of Lord Palethorn is behind this evil business and it looks like we're going to have to take charge, once again, and retake Victorian London back from the undead. The beginning of our quest finds us in a museum where you, Sir Dan Fortesque, have been resting all of these years in your very own exhibit. Our first order of business is to find a weapon, then figure out what the devil is going on. Good luck!



○ New Enemies ○

Zombies

Zombies are found throughout the world of MediEvil II and are more of a nuisance than a threat. This doesn't mean you can let your guard down around them, however, as they are surprisingly fast. With each slash of your sword, you will slowly dismember them. Watch out! Even without limbs, they will still try to butt heads with you.

Tyrannosaurus Wrecks

We won't be doing battle with this bony beast just yet. He is actually the first boss we encounter in the game. In this level, he is relegated to busting through the museum walls and depositing his fellow Bonesaurs to make your life miserable.

Armored Knights

The Armored Knights found in the museum are typically encased in glass displays but will break loose when they sense your presence. They wield their heavy broadswords with surprising accuracy and take more than a few hits to bring down, due to their protective armor.

**Bonesaurs**

These little guys might look and sound harmless but, if you get too close for comfort, they will spit harmful energy rays out of their mouths! Your best defense is to stay far enough away and use your Pistol to take them out from a distance.

Musket-Wielding Guards

Beware of these museum guards, as their muskets are quite harmful to Sir Dan's creaky old bones. Not only do they shoot at you, but get too close and they'll whack you as well. Get a bead on them and use your Pistol to shoot them down. It's a good idea to dodge their bullets by holding down the **R1** button and using the D-pad or left stick to strafe.

○ Puzzles ○

**Puzzle 1: Find a Weapon:**

This really isn't even much of a puzzle, as Sir Dan's first weapon (the Small Sword) is located straight across the hall from the exhibit where you were resurrected. Just pull off your arm by hitting the **X** button, head into the room (with the various statues lining the wall) and use your arm to smash open the glass display case. Inside, you'll find the weapon you are looking for.

Puzzle 2: Opening the Museum Door:

To open the locked Museum Door, located along the circular platform above this exhibit, we're going to need the Museum Key. The Museum Key is actually located in the room below, inside an ancient structure. The door will open automatically if you touch the lock while having the key in your possession.

Puzzle 3: Use the Cannon:

In order to get into the "Myths & Legends" exhibit, we're going to need to launch a Cannon Ball into the rubble blocking the way. To do this, we are going to need a lit Torch and a Cannon Ball. The Torch can be found sitting in broad daylight at the back of the "Display Room," which is the right doorway in the room with the Cannon. The Cannon Ball can be found inside a chest sitting against the wall to the left in the "Garden." The Garden is through the left doorway in the room with the Cannon. Once you have both ingredients, load the Cannon by standing in front of it and selecting the Cannon Ball from your inventory, then igniting, first equipping and lighting the Torch by standing in front of either lit sconce (located on the columns to the left and right), and holding down the **X** button, then standing behind the Cannon and holding the **X** button once again.

Puzzle 4: Opening the Dinosaur Door:

To open the locked Dinosaur Door, located along the right wall at the back of this long room, we're going to need the Dinosaur Key. The Dinosaur Key can be found on a catwalk above. To get up there, just climb the ladder against the left wall at the entrance of the room and make your way around the catwalk.

Puzzle 5: Chalice of Souls

The Chalice of Souls can be found out in the open, hovering over a pond in the "Garden".





Being awakened from eternal sleep can only mean one thing — someone has been incanting spells and raising the dead with Zarok's spell book. We find ourselves a dusty relic in the middle of a Medieval museum exhibit. Shake off those cobwebs and let's get busy!



Well things have changed since you've been away.

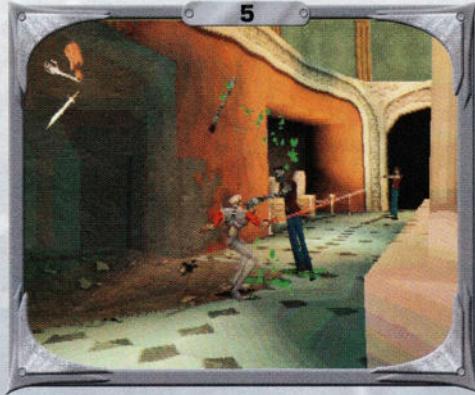
That spectral trail straight ahead will allow you to contact Winston, the Help Ghost. Hit the **X** button to summon him from the netherworld and have a little chat (this will happen automatically the first time). Make sure to pay close attention and heed his advice — he's here to lend a transparent hand whenever possible.



We need to find a weapon, fast! Head straight across the hall into the room directly opposite. The statue in the middle holds a Small Sword, perfect for slicing through the odd Zombie. Break the display case glass by hitting the **X** button (using your arm in the process) and take what's rightfully yours.



Head back into the main hall and take a left. The little severed hands scurrying about will come in handy (handy — get it?) later on in the game. For now, say hello and head up the stairs into the next room.



Brandish your sword and start swinging. A total of three Zombies are waiting for you in this exhibit. Four or five stabs and slashes should completely dismember them and send their souls to the Chalice.



While you're here, don't forget to grab the Museum Key in the middle of this ancient structure. We'll be needing it soon enough.



Head through the large opening in the left side of the back of the exhibit and into the next room. These Armored Knights are looking to crack your noggin. Don't let them! Swing first and ask questions later.



Once the immediate threat is gone, head up the small stairs in the middle of this Egyptian exhibit and grab the Energy Vial — you probably could use it about now.



There's also a hidden Bag of Gold stashed behind the structure. Run around and grab it — you're ten coins richer!

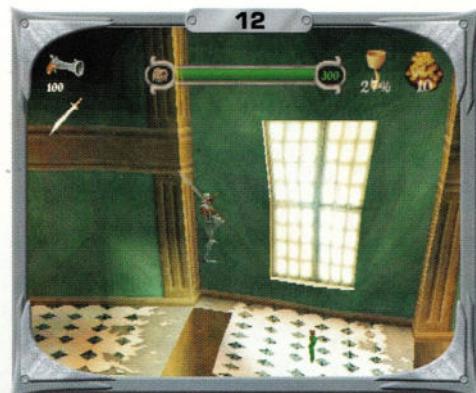




Take the stairway on the left up to the mezzanine and you'll spy what looks to be another weapon in a glass case. Smash it open and claim the Pistol. This will be useful momentarily.



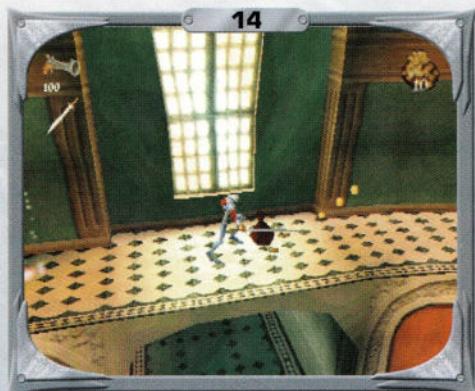
A discussion with Winston reveals how to switch between two weapons in your inventory. Go ahead and equip both the Small Sword and the Pistol in the two slots, then head through the opening beyond.



We find ourselves on a circular platform which wraps around the exhibit where we grabbed the Museum Key. Heading left or right will take us where we want to go, so follow me and jump the gap to Sir Dan's left.



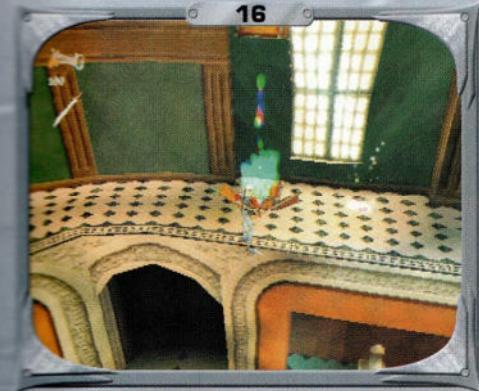
Grab the Energy Vial in the middle platform and keep heading to the right. Eventually, you'll come across Winston. See what he has to say before moving on.



Three more Bags of Gold await. Do I really need to tell you to grab the booty? Of course not.



Keep heading right around the platform (making a small jump across a gap) and you'll come across a locked door which automatically opens with the Museum Key.



Before heading through the door, keep moving to the right. Just a little bit ahead you'll find a chest which houses a Copper Shield. Break it open with your sword and claim the prize.

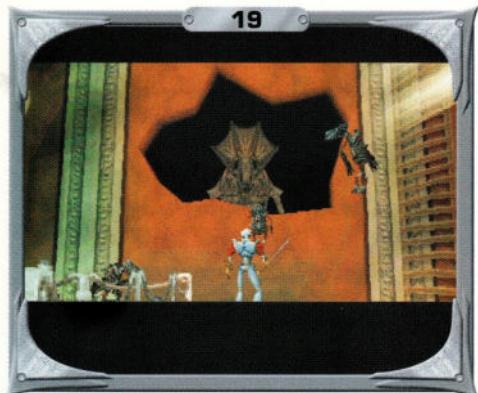


Our friendly Help Ghost Winston will tell you how to use it. Now head back to the left and through the door you just unlocked.



When you enter the room, you'll find Winston, once again, who schools us on the finer points of climbing. Listen to what he has to say, then climb down the wall.





When you reach the floor below, things get a little shaky. It's not your wobbly legs though, it's the head of a vicious, bony Tyrannosaurus named Wrecks who busts through the museum wall!



As if that isn't bad enough, it looks like he brought some nasty little Bonesaurs with him. Use your Pistol to even the odds and thwart the big Dino.



It's obvious he's not happy, and his deafening roar of defeat topples the statue in the corner of the room. Use it as a bridge to get up to the level above.



Along with another Bag of Gold, we'll also find the first Fountain of Rejuvenation. Located throughout the game, these streams of green goo provide healing therapy for Sir Dan. Walk into the middle of it and soak up the energy you need.



In the next room, you'll find a couple of Musket-wielding Guards. Get a bead on them with your Pistol and use the **R1** button in conjunction with the D-pad/analog stick to strafe back and forth and dodge their bullets. Six shots each will take them down.



Head back into the prior room if you need more energy, then continue on through the doorway into the next area. Here we'll find Winston, three Bonesaurs roaming about, and a character known as The Spiv.



He'll provide you with nearly everything you'll ever need...

Winston will give you the skinny about The Spiv, whom you should see right after our friendly Ghost is done talking. You can talk to The Spiv by hitting the **X** button when you're right next to him.





For now, we'll want to stock up on Pistol ammo. Use some of your booty to buy ammo from The Spiv. After he thanks you for your business, go after the three wandering Bonesaurs.



The Pistol will help you take the Bonesaurs out easily. After doing so, head down either staircase onto the large landing, then down again into the next room.



Here, you'll find three doorways and a Cannon. The doorway in the middle — marked "Myths & Legends" — is blocked by rubble...



...but the doorways to the right — the "Display Room" — and left — the "Garden" — are unobstructed. Let's head through the right, into the Display Room, first.



Inside, you'll find another Musket-wielding Guard and two Armored Knights. Take out the Guard first with your Pistol, then switch to your Sword and slash the Knights (which will have to be awakened by breaking their glass display cases).



Once the coast is clear, get your reward — the Torch — which is sitting out in the open toward the back of the room. Look for the swirling lights.



Now that we have one piece of the puzzle, we need to take a stroll through the Garden. Head back out into the main room past the cannon, then straight ahead through the doorway.





The Garden is filled with some rewarding objects, such as Winston, the Chalice of Souls and another Fountain of Rejuvenation. It is also filled with more than a few pesky Zombies. Take out the Zombies first (more will appear out of the ground near the Fountain).



When all the Zombies are dead and gone, you will have collected enough souls to obtain the Chalice, so go get it. If you can't take it yet, you must have missed a Zombie somewhere — look around.



Now that the threat is neutralized, soak up some juice if you need it. Break open the chest, which is nestled against the far wall to the left of the doorway, between a large bush and a tree. Inside, you'll find a Cannon Ball.



With the Chalice and the Cannon Ball in hand, exit the Garden and head for the Cannon in the middle of the main room. Stand in front of it, then select the Cannon Ball from your inventory to load it into the Cannon.



Now, equip the Torch from your inventory and light it, by standing next to either of the two lit sconces on either column and holding down the **X** button. Flame on!



The final step is to stand behind the Cannon and ignite the fuse by once again holding down the **X** button. The result is a well-placed Cannon Ball launched into the debris blocking our way into the Myths & Legends exhibit. Bravo, old chap!



Head through the now clear Myths & Legends doorway and you'll find yourself at the entrance to a very long room. To the right is a ladder leading up to a catwalk above. Let's start by climbing the ladder.



Up on the catwalk, you'll find a total of three Bags of Gold and a Dinosaur Key just lying around. Follow the catwalk around the room and collect the goodies as you go.



When you've come full circle, climb back down the ladder and equip your Pistol. Two more Musket-wielding Guards are patrolling in the room below.

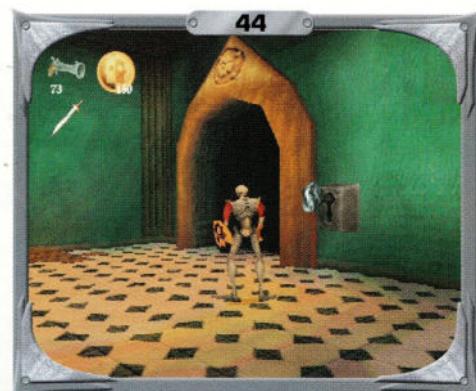




Stay as far away as possible and strafe to avoid their bullets. As before, it takes six shots each to take them out.



Once the Guards have been vanquished, you're welcome to read up on Zarok and his timely demise if you feel like reliving the past. Ah, what an adventure that was!



The chest along the wall at the back of the room holds another Copper Shield. Grab it if you need it, then unlock the door to the right with your newly-acquired Dinosaur Key.



Inside the next hall, we encounter Tyrannosaurus Wrecks again and he's brought along his friends, the Bonesaurs, for good measure.



Take the Bonesaurs out with your Pistol and a door will open at the end of the hall. Foiled again, Wrecks disappears.



Before exiting the level, walk through the hole in the wall where Wrecks stuck his ugly head out. On the far side of the room you'll find two more Bags of Gold.



At this time, there is nothing else we can do in this room. Head back outside through the hole in the wall, then enter the door at the far end of the hall. Congratulations! You've completed the first level.

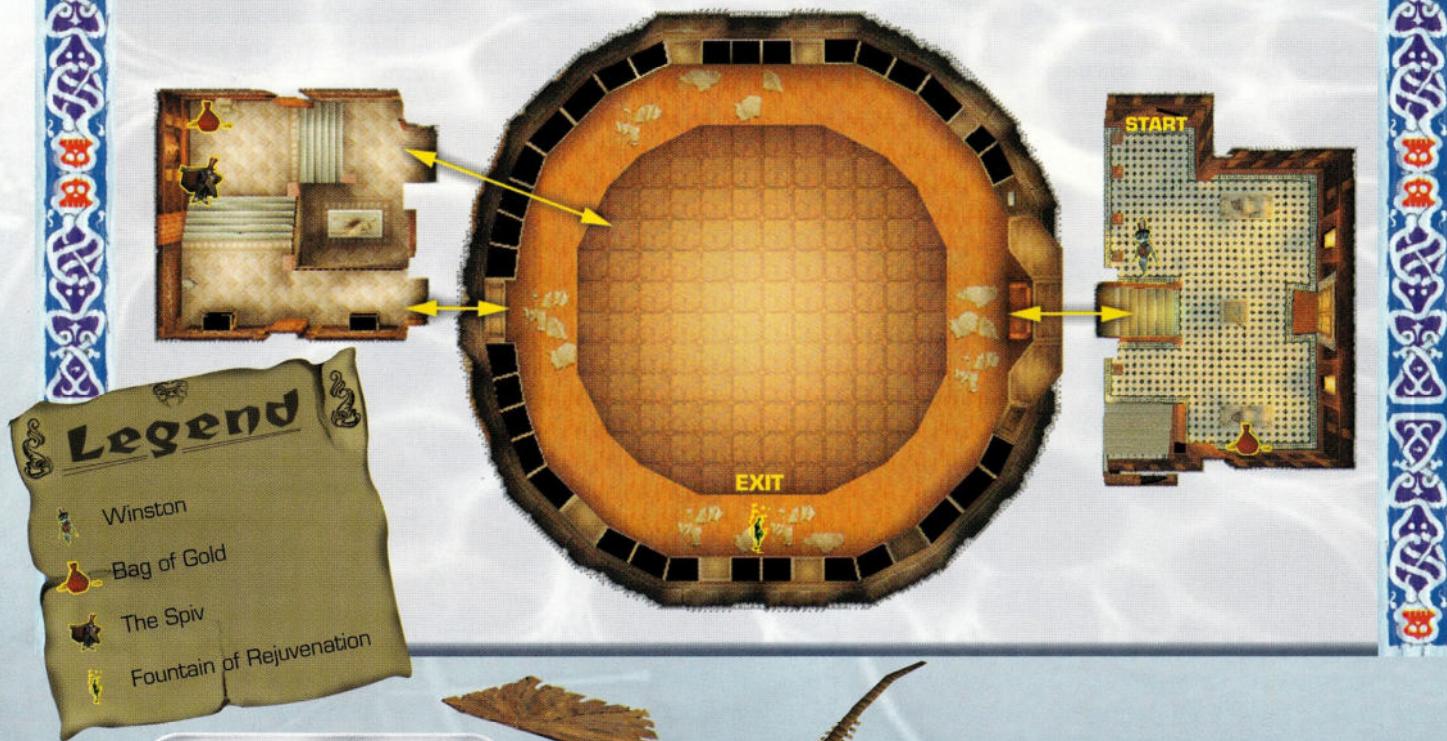


• Level 2 •

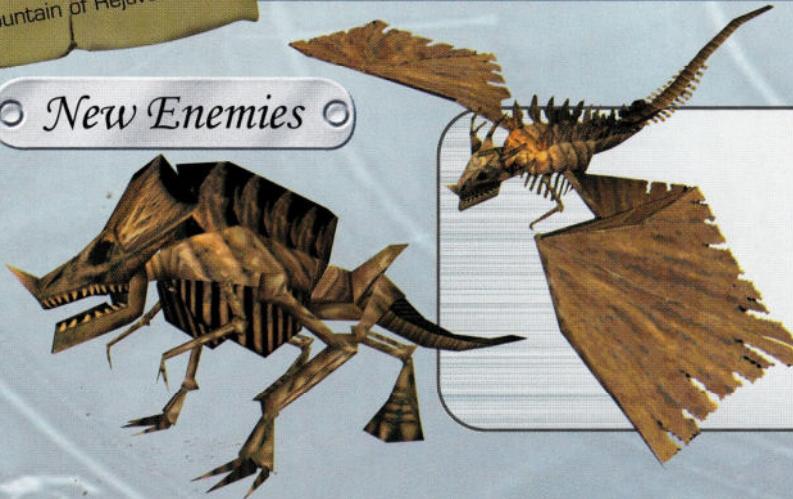


The Tyrannosaurus Wrecks: Boss

This relatively short level requires us to deal with a mean and nasty Tyrannosaurus brought back to life by Zarok's spell — and he's not happy about it! While his bones are impervious to your Small Sword attacks and Pistol ammunition, he does have an Achilles heel. Make sure to stock up on Pistol ammunition from The Spiv and locate the Fountain of Rejuvenation before attempting to send him back to the Jurassic age.



• New Enemies •



Tyrannosaurus Wrecks

Tyrannosaurus Wrecks — The time has come to deal with this reanimated dino. He has multiple attacks, including shooting fire from his mouth and lunging at you with his head, causing a shower of boulders to fall from the ceiling in the process. While his body and skull are constructed of impenetrable bones, his brain, once exposed, is soft and mushy (too much TV?) — perfect fodder for your Small Sword and Pistol.

• Old Enemies •

Bonesaurs

These little guys might look and sound harmless but, if you get too close for comfort, they will spit harmful energy rays out of their mouths! Your best defense is to stay far enough away and use your Pistol to take them out from a distance.



Level 2 *The Tyrannosaurus Wrecks*



Winston's cryptic advice alludes to how to beat this bony boss — we'll get to that in just a moment. In the meantime, why not collect that hidden Bag of Gold obscured behind the left lion statue?



Okay, it's time to put on your game face and get ready for action. Head through the doorway at the top of the stairs and you'll come skull-to-skull with Wrecks.



Wrecks has many methods of attack, such as spewing fire...



...and lunging at you with his bony head. Harmful debris falls from the ceiling whenever he crashes into a wall. Common sense dictates you should avoid the falling pieces at all costs. The Daring Dash is very useful here.



Instead of hanging around like a sitting duck in the room below, dash through the open doorway and into the museum stairwell.



On the first landing, you'll find The Spiv and a Bag of Gold. Grab the cash and talk to Spiv to stock up on Pistol ammo.



Head up to the next level and take a moment to bone up (ha ha!) on our extinct enemy. The display offers another clue on how to take him down.



Okay, let's get back to the action. Head through the doorway and we'll find ourselves on a circular platform above with Wrecks below.



You don't want to stay in one place for any given period of time up here, as he will either hop up on his hind legs and shoot fire at you...





...or use his noggin to send some rubble your way.



The first thing you should do is locate the Fountain of Rejuvenation at the opposite end of the circular platform and soak up any juice you might need. Make sure you don't loiter too long, you can always come back.



After three or four attempts at getting at your bony hide, Wrecks will let out a roar of anger and then expose his brain in order to call out some of those pesky Bonesaurs. Now's your chance for retribution!



Quickly drop down to the room below, ignoring the Bonesaurs, and hop up onto Wrecks' tail.



While the gettin' is good, hightail (high-tail, get it?... nevermind) it up his bony back to the base of his skull and let him have it with a swipe to the brain. Ooh! That's gotta hurt!



The force of your attack breaks his concentration — not only taking away half of his life gauge, but destroying the Bonesaurs in the process.



Don't stick around downstairs to watch. The fight's not over just yet! Head back through the doorway, up the stairwell and back to the platform above.



Repeat the process once again, dashing away from Wrecks' attacks.



As soon as he stops and roars, that's your signal to drop back down and climb up his back. A second sword-swing will do the trick.



Level 2 *The Tyrannosaurus Wrecks*



What's this? Wrecks evolves before our eyes into a more fearsome flying creature. I guess Darwin was right...



If you stick around on the bottom floor, he will pelt you with fire bombs. We don't want that, do we?



Instead, head back through the doorway, up the stairs and onto the circular platform. Equip your Pistol along the way.



While up top, Wrecks will execute fly by's — spewing fire your way with each pass. Use the Daring Dash to avoid the heat.



After four passes, he will hover in the middle of the room and expose his brain once again. Quickly and carefully walk up to the ledge of the platform and start shooting your Pistol at his gray matter.



If you're adept enough, you should be able to get off at least five to eight direct hits before a Bonesaur comes at you, or else Wrecks breaks away to continue his attacks.



If you get knocked or fall down below, don't sweat it! Either try and shoot him from that angle or, if you're feeling pressured, just head back up top.



Repeat this process another two to three times, avoiding his flame attacks and waiting for him to expose his brain. Don't forget to utilize the Fountain of Rejuvenation if you need it. Eventually, Wrecks goes down in a ball of fire.



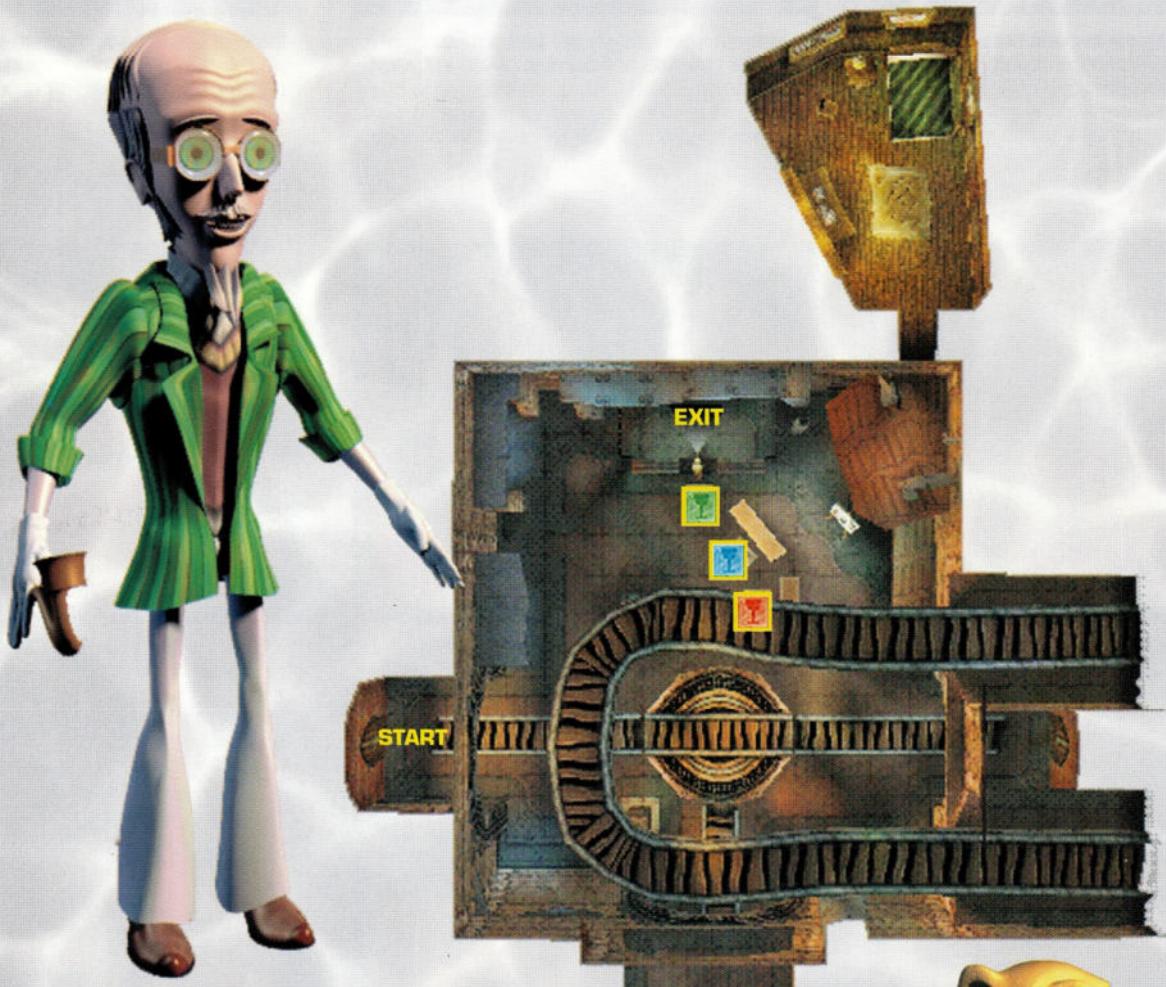
Your reward for a job well done is a Life Bottle. Snag it and head out the opposite doorway, which has now been cleared by Wrecks' last blast. That's another level complete!

Hub



The Professor's Laboratory

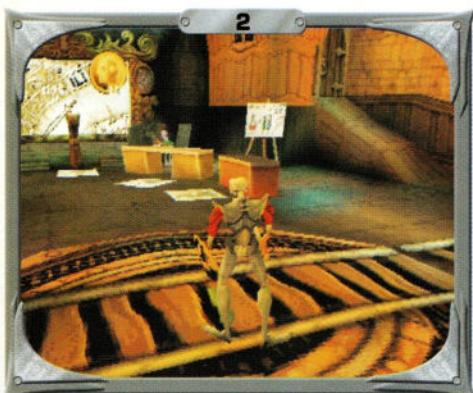
Meet Professor Hamilton Kift, a fast-talking and slightly nervous, upper-class English gent. The good Prof. is a trained alchemist, inventor and, as you'll soon come to find, Sir Daniel Fortesque's most trusted ally. The Professor has devoted his life to defeating Lord Palethorn and was quick to realize the fiend's evil intentions with the discovery of Zarok's spells. Upon sounding his opposition, he was imprisoned by Palethorn himself in this makeshift laboratory — a once grand train station — underneath the streets of London. With your help (and the guidance of Winston, the friendly Help Ghost), the Professor is hoping to take out Palethorn and restore the once-peaceful London back to normal.



Hub *The Professor's Laboratory*



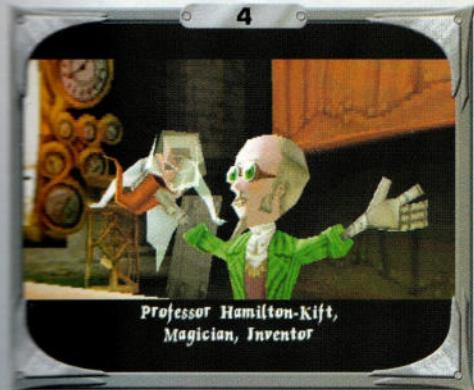
Welcome to the Professor's Laboratory. Get acquainted with it, as we'll be returning here after each level.



While the game will explain everything you need to know in detail, I thought we would take a quick tour and go over it, just to be sure. If you head into the main hall, you'll spy two workbenches just to the left.



In front of each workbench is a panel which will glow when it can be activated.



The workbench on the left is where the Professor typically does his best work. Go ahead and walk over to the Prof. to get officially introduced. Long-winded, isn't he? Whenever you complete a level, be sure to stop and have a chat with him, as he's always got something useful to say.



The workbench on the right is where you can trade in a Chalice of Souls you collected from the level before for a new weapon. If you have a Chalice in your possession, walk on to the glowing panel. The Chalice will automatically appear on the workbench to be exchanged for a new weapon.



Finally, the panel to the far left will activate the projector in front of it. This projector has magical properties and can warp Sir Dan to the next level, as well as return him to levels he's already beaten. This is an important thing to remember, as we'll eventually revisit certain areas.



To get the most use of the projector, you can hit the **■** button after activating it for a mission briefing.



You'll also have the opportunity to save your progress before warping to the next level. It's a good idea to save every time you're asked.



There will be more things to do and see in the Professor's Laboratory as the game progresses. Make yourself familiar with the surroundings beforehand, as each doorway you see will eventually become accessible.

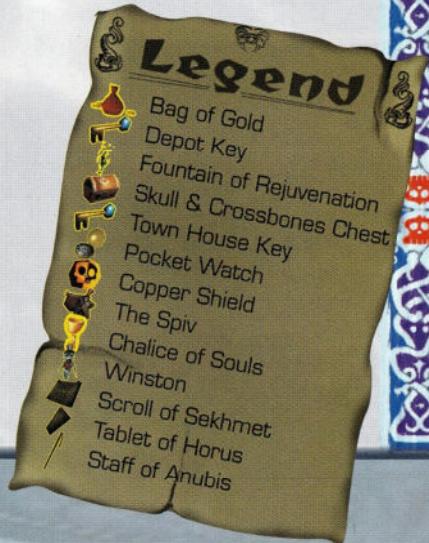


• Level 3 •



Kensington

Kensington, London. According to the Professor, whom you've just met, this dreary locale is home to the epicenter of the blast that sent the evil wave of magic spreading across the countryside. It looks like we're going to have to do some serious investigating if we want to find out more about Palethorn and his evil plans. Hopefully, you've collected the Chalice of Souls from the Museum — your reward for doing so, the Cane Stick, will definitely come in handy about town.



○ New Enemies ○

**Skeletal Mummy Monster**

These are the first really aggressive/hard enemies in the game — relentlessly attacking you with their razor sharp claws when close, or shooting you with deadly quadruple energy rays when out of swiping range. They emerge from various sarcophagi found in and nearby the museum and, if they spot you, they will lunge for you with a vengeance. When they are about to shoot their rays, they will hesitate and glow green. Make sure you are not in the line of fire! A charged Small Sword is the most effective weapon at this point. Try to take them on just one at a time.

Regal Zombie

With an electric charge from his Cane he reanimates the dead. Equip your own Cane Stick (which you should have if you collected the Chalice from the Museum) and first take out the Zombies (the quickest way is to charge your Cane with the ■ button and let loose in the middle of them), then divert your attention toward him. He will be transparent and untouchable as long as there are Zombies still alive (he can still hurt you), but will solidify long enough to zap them back to life. As soon as he's solid, stay stationary and swipe at him with your Cane, one swing at a time. He will attack back, but will usually be too far away from you to score a hit. Five or six Cane swipes is all it takes.



○ Puzzles ○

**Puzzle 1: Finding and Using the Depot Key:**

In order to progress through Kensington, you are going to need to locate two keys — the first is the Depot Key. The Depot Key can be found inside the McPepper & Sons Quayside Mills building. The location of the building, from the start of the level, is straight down the first street and through the tunnel, then left at the next intersection with the fish statue in the middle of it (the building is on the right-hand side). To get inside, you're going to need to activate the elevated platform by hitting the switch around the right corner of the building (at the waterfront), then riding the platform to an entrance above. Inside, you will need to drag the crate at the front of the room toward the back (by holding down the X button and push/pulling on your D-pad or Analog stick). When you have positioned the crate next to the large stack of crates against the right-hand wall, you then can hop up, from crate to crate, to the waiting Depot Key on the platform above. The Depot Key unlocks a huge set of gates, which are located to the right of the fountain in the next area.

Puzzle 2: Finding and Using the Town House Key:

In order to get into Palethorn's house and snoop around, we're going to have to find the key. Rumor has it that the blast of Zarok's ancient spell sent the Key flying toward the direction of the Depot. Sounds as good a place to start as any! Head through the large Depot gates (you'll need the Depot Key to unlock them — see Puzzle 1 for all of the details), then climb up the small ladders on the left building wall. Inside, you'll find the Town House Key lying on a stack of crates against the opposite wall. Just go and grab it. To exit the building, you're going to need to drag a crate from the front of the room toward the back and up and onto the cart in the right-hand corner. With the added height the crate provides, you will now be able to jump up and out of the room. Palethorn's house is located just down the block from the fountain, opposite the museum. Use the Town House Key on the lock and head inside.

Puzzle 3: What time is it?

There's a particular item we need to recover from Lord Palethorn's house, but we're not sure exactly what it is and why we need it. These questions will be answered later on in the game — trust me! To get into Palethorn's house, you'll need the Town House Key (see Puzzle 2). Once inside, climb up the stairs and into the attic. While it might look like there's nothing of use up here, you can smash the crates in the corner with your Small Sword to reveal a chest. Inside of it, you'll find a Pocket Watch. I have a feeling the Professor will want to see this.

Puzzle 4: The Chalice

Finding the Chalice in Kensington can be a bit tough actually, as it's tucked away out of plain sight. Once you've collected enough souls to fill it, head up either of the two ladders that lead to the railroad tracks (there's one to the left of the museum wall and another at the end of the street facing the museum, just to the left of the tunnel). Once on the tracks, find The Spiv toward the middle of them, then ring the bell fastened to the wall next to him. This results in summoning the skull-shaped train from the first MediEvil game, with the Chalice resting nicely in the back. Grab it and it's yours!

Puzzle 5: The Egyptian Riddle:

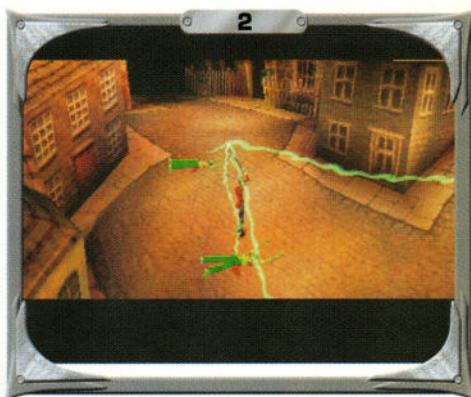
Once inside the Tomb in the museum, you are going to need three Egyptian Artifacts to complete the level. All three of them can be found in the second room below, situated in alcoves high up on the walls. Getting each one requires specifically moving and maneuvering each of the three stone columns along the walls against each other, in order to create stairways up to the alcoves. To get the first Egyptian Artifact, the smallest column needs to be dragged back from against the far wall to the center of the room, then pushed against the second smallest column to the left. Hopping up these will reveal the Scroll of Sekhmet. To get the second Egyptian Artifact, pull both the smallest and second smallest columns away from the wall (moving the smallest one down one of the other pathways). Next, push the second smallest column against the largest column to the right, then the smallest one against that. Hop up all three to reveal the Tablet of Horus. To get the third and last Egyptian Artifact, first separate the smallest and second smallest columns by dragging each one away and down separate paths. Next, pull the largest away from the wall and into the center, then push it forward toward the back of the room and against the far wall. Next, maneuver the second smallest against it and the smallest against that. Hop up all three and you'll find the Staff of Anubis. To use these Artifacts, head into the next room and replace each one on their respective statues. From right to left: Scroll of Sekhmet, Staff of Anubis, Tablet of Horus. Your prize for solving this riddle — a beautiful Egyptian Princess. Hubba-hubba!



MEDIEVIL II Prima's Official Strategy Guide



Ever since Palethorn cast Zarok's spell, the cobblestone streets of Kensington have not been a safe place to walk at night. Be on your guard, equip your Cane Stick and head straight down the street.



These Zombies littering the street are about to get jolted back to life and there's nothing you can do about it. Let this mean, Cane-carrying Regal Zombie reanimate his subjects while you get ready for action.



As soon as you're in control, charge up your Cane Stick by holding down the ■ button for a few seconds (while avoiding the advancing Zombies), then let it loose.



Two or three charged shots later they will all be down and you must deal with the snobbish brute "mano-a-mano." He will now be forced to show himself in order to take you down.



Given the chance, he will attempt to reanimate the Zombies — don't let him! Using your own Cane Stick, stand in front of him and take a swipe. If you connect, he will be pushed backwards and will strike back. Your hit should have knocked him out of range.



Five or six swipes later, he and his buddies will be added to your Chalice collection. Collect the Bag of Gold he left behind and stay alert, we'll be seeing more of these guys in a few minutes.



We are now presented with two choices: Continue straight down the street or head to the right. Let's go straight and into the tunnel.



Ahead in this next area is another group of reanimated Zombies, along with their Regal ring-leader. You should now know what to do. Be sure to collect your Bag of Gold when all is said and done.



At the intersection with the fish statue, take a left and head toward the waterfront.





Around the right corner of the McPepper & Son Quayside Mill is a switch. Hit it and the elevated platform back on the other side will automatically lower.



Hop onto it and it will take you up to this small entrance at the top of the mill. Why not head inside?



We find ourselves inside the mill. First drop down to the crate, then the floor below...



...then go into DanCam mode (by holding down the **L2** and **R2** buttons simultaneously). Look up and over to your right and you'll notice a shimmering blue key resting atop a platform.



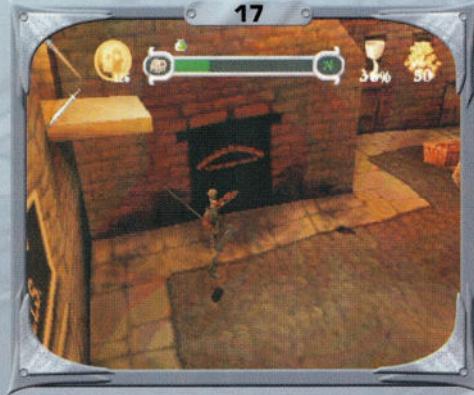
A brief conversation with Winston will give you all the info you need on how to get to it. The crate right behind you is light enough for Sir Dan to push/pull.



Walk behind it, hit the **X** button to grab onto it and pull it backwards (toward the back wall). Make sure you don't forget the Bag of Gold!



When you can't pull it any further, push it against the right wall (next to the large stack of crates). Now, you can use it to get up to the next stack of crates and then up once again from there. Up top, you'll find the Depot Key.



From here, you can exit through the opening where you'll find yourself back outside. Switch to your Small Sword and drop down to the street. A group of Zombies will come out of the ground to greet you.



Once the dust settles, head straight down the street (it would be the street to the right of the fish statue if you were standing in front of it) and through the tunnel. Requip your Cane Stick along the way.





Another Regal Zombie and his subjects wait to greet you on the other side of the tunnel. Show them the Cane and grab the Bag of Gold.



You should be at an intersection with a fountain in the middle of it. The right street leads to Lord Palethorn's house, but we don't have the key to get in yet.



To the left is the museum. That's where we came from and that's where we'll be heading back to in a bit. For now, just take notice of the ladder against the far left wall and the Fountain of Rejuvenation on the front lawn. Get some juice if you need it.



Straight ahead, past the fountain, is a locked gate leading to the Depot — it's a good thing we snagged the Depot Key in the mill. Head down the street and unlock the gate. You'll have to deal with a few more coffin-popping Zombies in the process.



The Depot area is actually quite small. If you try to go forward and around the corner, you'll hit a dead end. Instead, turn left and head toward the two ladders on the wall.



Before you get the chance to climb up, a group of Zombies pop out of the ground. If you want to deal with them quickly, break open the Skull and Crossbones chest against the far wall. Inside is an energy-filled bomb that will severely damage any enemies within its limited range.



Climbing up the ladders and through the entrance, you'll find yourself inside a crate-lined warehouse. On the floor is another Fountain of Rejuvenation...



...and at the opposite side of the room, on top of the stack of crates, is the Town House Key. We need that.



As soon as you grab the Key, things get a little hairy. A trio of Skeletal Mummy Monsters break out of their sarcophagi and take out their aggression on your bony hide. Use your Small Sword to chop them to pieces, while doing your best to avoid their energy blasts and razor-sharp claws.





Having taken them all out, you should now have collected enough souls to fill the Chalice. Pat yourself on the back and locate the crate in the bottom-left corner of the room. The next order of business is to pull it away from the left wall and toward the right.



When you can't pull it any further, get around its backside and push it forward — toward the front of the room, up the ramp and onto the wagon cart.



We can now use it as a step ladder to get up to the opening in the wall above. Jump up and head back outside to the Depot area.



Another group of Zombies appear from the ground. Send them packing and leave the Depot area through the gates and back to the streets of Kensington.



Now that we have the Town House Key, we can go pay a little visit to Palethorn's abode. It's not breaking and entering if we have a key, is it? Take a left at the fountain, taking care of the Zombies that appear along the way.



Palethorn's house is the second on the left, with the lock next to the front door and a huge wrought iron window above. Don't bother knocking, he's not home. Use the Town House Key and head inside.



Mmm, plush digs. Speak with Winston for a minute to get the latest information, then head upstairs to see what we can find in the attic.



The attic is where Palethorn cast Zarok's spell and got you into this whole mess. While it looks like there's nothing of interest here (besides a nice view), let's hack away at the crates in the corner to see what we can find.

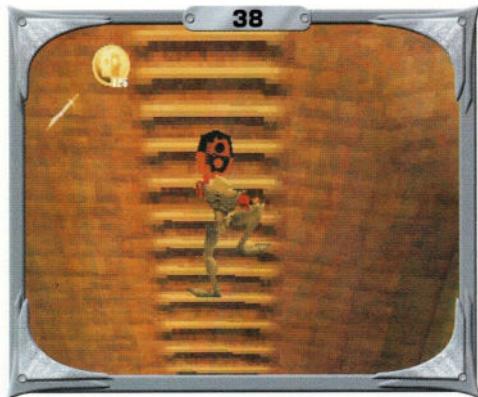


Hey! It's a chest which contains a Pocket Watch. I wonder what this is for? Well, besides opening the front door when we grabbed it, it won't be of any use to us for quite some time. Head back down the stairs and out the door.





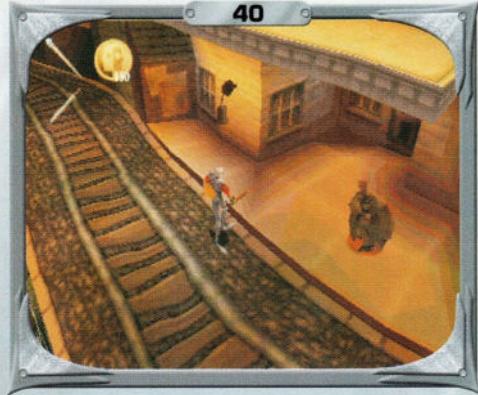
Once back outside, head left, then take a right at the intersection. Take out the next group of Zombies who rise from their graves.



Ahead, to the left of the tunnel and against the wall, is a ladder. Let's climb it to see where it goes.



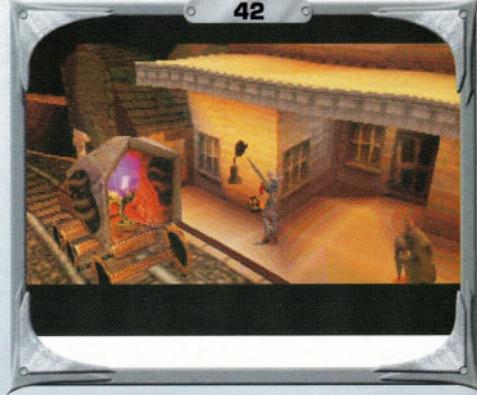
We find ourselves on a set of railroad tracks that curve above and around the streets of Kensington. The tunnel entrance to the left is closed to Sir Dan, but we can grab the Copper Shield out of the crate next to it.



Head right along the tracks and you'll come across our greedy back-alley friend, The Spiv. Stock up on Pistol ammo if you need it.



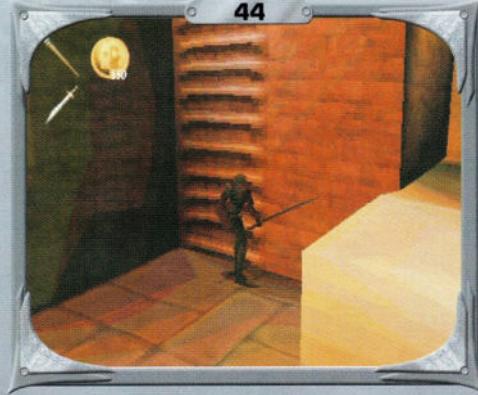
Before moving on, let's grab the Chalice. You don't see it? Use your Small Sword to ring the bell against the wall to the left of The Spiv and a small, skull-shaped railroad car will come your way.



When it comes to a stop, take a look-see in the back of it and you'll spy the Chalice. It's yours for the taking!



Keep heading to the right down the tracks, to the tunnel at the end. There's a ladder here, but you can drop down without taking any damage. We are now in the museum courtyard, right next to the ladder I pointed out earlier.



Go get a refill on your juice if you need it, then come back and climb the ladder leading up to the museum roof.



Yes, it is a pity we cannot yet enter the tomb. We will return.

Up top, you'll be treated to a short movie introducing some interesting characters. These guys look like trouble, but let's not worry about them right now.

46



Once through this door there's no going back Dan, so you

If you opt to talk to Winston, he will remind you to get the Chalice (one step ahead of you, Little Buddy).

47



Now that we've scoured the streets, sent more than a few Zombies back to their grave and picked up a clue or two, let's head into the now-opened skylight and see what happens next.

48



Kensington, The Tomb

We find ourselves back in the museum, precariously perched atop a row of planters, way above one of the rooms we were in earlier. That large hole in the wall was created by Wrecks, remember?

49



We need to carefully jump from planter to planter, in an effort to get to the top of the temple. If you fall during a jump, you'll lose a life. If you accidentally walk off a planter, you'll only suffer some damage.

50



Take your time and manually rotate the camera with the **L1** and **R1** buttons to get the best angle, then jump from the edge of each planter. Don't be alarmed when they dip down under your weight.

51



Make sure to jump from the last one to the temple ledge, then collect the two Bags of Gold sitting up here.

52



You can either try and drop down to The Spiv below or jump diagonally across to the ledge in the corner and take the small ladder down — it's up to you. Stock up on Pistol ammo if you can afford it.

53



Once on the room floor, four blood-thirsty Skeletal Mummy Monsters bust out of their sarcophagi. It's Go Time!

54



When you finally clear the room of Mummies, the temple door mysteriously opens, beckoning you inside. I hope you're not afraid of the dark!





It's a good thing we have that Torch from earlier to help light our way. You can light unlit sconces by holding down the **X** button in front of them with your lit Torch. Make your way down the lit passage.



That rumbling you hear is another pair of Skeletal Mummies. Switch to your Small Sword and prepare to do battle in the darkness. Use the Fountain of Rejuvenation off of the stairs, if needed.



It actually makes more sense to move back into the lit passage so you can see your adversaries. Torch them one at a time, running away from them after you apply the heat. When it's all clear, switch back to the Torch and re-ignite it.



That crack in the wall and those severed hands aren't useful to us just yet, but we will be returning a bit later to take advantage of them.



Head through the dark doorway at the back of the room, then down the stairs into the next room. Here's our next puzzle.



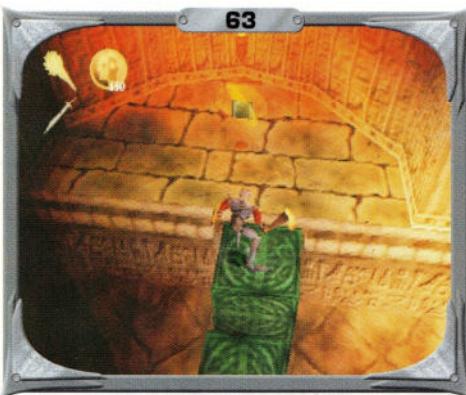
This dark room presents a fairly easy puzzle. There are three Egyptian artifacts we need to get located in alcoves up above that are out of Sir Dan's jumping range. Luckily, there are three movable columns against each wall.



First, light the two sconces in each corner of the room. Next, grab hold of the smallest column against the back wall, pull it along the pathway and into the middle of the room.



Next, move around to the column's right side and push it forward and against the second smallest column to the left. If your Torch goes out while completing these tasks, just re-light it from one of the two sconces.



You should now be able to hop from one stone column to the other, then into the alcove. Up here, you'll find the Scroll of Sekhmet, the first of the three Egyptian Artifacts.



Re-light your Torch up here for good measure and head back down to the floor. We have to repeat the process again, this time moving both columns. First pull and push the smallest one out of the way...



...then pull the second smallest column away from the wall. When you get a few feet away, a Skeletal Mummy Monster appears from the hole the column was blocking. Head over to the light and take care of business.



Now, get back to work on that second column. Push it straight across along the pathway and next to the largest column against the right wall.



Finally, push/pull the smallest against the other two to create a set of three stairs. Hop on up and grab your prize, the Tablet of Horus.



But, where's the third Artifact you ask? Hop down to the floor and I'll show you. Start with the smallest column and drag it backwards across the path — don't stop until you pass the center.



Now, drag the second smallest column backwards to the center and then pull it back a bit down the pathway to the right and toward the entrance to the room.





Grab the tallest column and start to drag it back to the center of the room. In the process, you are going to let out another Skeletal Mummy Monster. Quickly take him out so we can get back to business.



Finish moving the tallest column into the center of the room, then push it forward toward the back wall (next to the doorway).



Repeat the process with the other two columns, then hop up them to the hidden alcove above and grab the third Egyptian Artifact, the Staff of Anubis. Don't celebrate too long—you've woken up another Mummy!



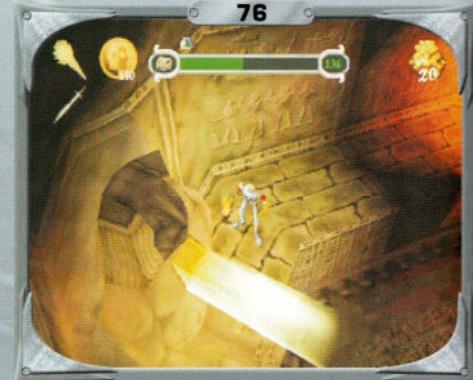
Now that we have what we're looking for, drop down and head into the doorway to the right of the columns, into this next hexagonal-shaped room. Relight your torch here if need be.



Inside this room are three Egyptian statues, each missing their respective Artifact. Thankfully, we've got the goods! Head to Sir Dan's right and we'll start with the first statue.



In order to replace the Artifacts, you need to stand in front of the statue and face it (if you fall off into the lower section below, just head up the stairs and try again). Once on the statue, select the Scroll of Sekhmet from your inventory.



This results in a brilliant beam of light erupting from the statue's chest. One down, two to go!





Re-light your Torch if need be and continue around the room to the left. The next statue is missing the Staff of Anubis — it's a good thing we have it. Once again, choose it from your inventory and reveal the light.



If you head a little farther to the left you'll find the final statue. With my powers of deductive reasoning, I concluded that it must require the Tablet of Horus. What do you think?



With all three statues shooting light into the center of the room, a strange and ancient mechanism opens in the ground and reveals an ornate gold coffin.



Without warning, the coffin opens and reveals a beautiful woman!?!? Sir Dan races to the rescue and grabs her before she faints to the ground. Our hero may be dead, but it looks like chivalry isn't.



With the level officially over, you are transported back to the Professor's Lab. From now on, the Laboratory will act as a hub, a place to rest, and a place to gather valuable information. Head in and let's see what he has to say.



Level 4



The Freakshow

Welcome to the Freakshow — a mad and twisted carnival of monstrosities, mutations and oddities that are under Palethorn's employ. The Professor has sent you here to find out what they're up to, so let's get busy. Before you do anything make sure you've collected the Chalice of Souls from the level before and exchanged it in the Professor's Lab for the Hammer of Thor.



○ New Enemies ○



Imps

These obnoxious, pig-like creatures make a return appearance from the original game and are just as annoying. Either carrying buckets of slop (to feed the Pit Monsters with) or carrying paint brushes (in an effort to construct their evil devices for Palethorn), these suckers will incessantly swipe at your legs. Your Hammer is the most effective weapon here.

Magician

This ancient Asian fellow might look harmless, but he has the power to conjure up a big, evil Dragon-like apparition that will attack you mercilessly. As soon as he sends it your way, he becomes transparent and invulnerable to your attacks. Your best bet is to use the Daring Dash and run the opposite way to avoid the apparition at any cost. Using your Daring Dash will also provide you with shield protection, so keep it up. Eventually, the Dragon will tire of chasing you and head back to his master. This is your cue to charge up your Hammer for the big "smash smash." As soon as the Dragon disappears back into the Magician, the little guy goes on the move. Follow his sparkly trail until he stops, then let loose with your weapon. Repeat this one or two times and his soul will fill your cup.



Pit Monsters

The Pit Monsters are foul, rarely-seen creatures who swim about in the black slime pits. While they won't come out and attack you on the ground, if you accidentally fall into the pit, you'll be swallowed whole. Lucky for you, these beasts don't like the taste of your bones and will spit you out with minimal damage.

○ Puzzles ○

Puzzle 1: Locate Elephant Key 1:

There are two Elephant Keys needed in order to unlock the doors blocking you from getting inside the big top. Elephant Key 1 is located through the doorway at the bottom of the grassy path opposite the trampoline pit. To get the key, you are going to need to take down the Elephant-Bot by shooting at it from behind with your Pistol.

Puzzle 2: Locate Elephant Key 2:

The second Elephant Key is found beyond the revolving passage, which is just down the grassy path beyond the trampoline pit. To get the key, you are going to need to defeat the Elephant-Bot by shooting at it from behind with your Pistol. Both Elephant Keys can then be used in the locks located just down and in front of the big top.

Puzzle 3: The Chalice:

The Chalice of Souls isn't really hidden in this level, it's just easily overlooked if you're not careful. Its location is up on the catwalk, in the gray building to the right of the trampoline pit. To get up there, use the trampoline inside to the right of the door, then just follow the catwalk around until it ends.

Bearded Ladies

These fat, grotesque laughing women aren't exactly looking for a date, but they would like to take you out — permanently. Typically hanging out atop the caravans that litter the fairgrounds, these blubber beasts will take the fight to you. Don't get too close and don't let your guard down because they have two very deadly methods of attack: The first is their bloated tummies, which they will thrust at you with such force that you will be flung hopelessly backwards — most likely into the surrounding swamp, which wraps around the outside of the carnival, or into one of the monster pits a little further inside. Either way, you're guaranteed to lose some precious health in the process. Their second method of attack is a serious butt-bounce, which sends ripples of shock waves your way. Get caught in the blast a few times and your energy bar will deplete quickly. Your best offensive weapon is the Hammer of Thor (which you should have received in exchange for the Chalice from Kensington). Letting loose with three or four charged blows will take out any Ladies caught in the vicinity. One or two square hits will do the trick as well, but you have to get close in the process.



Standard Elephant-Bot

These mechanical machines, modeled after the elephant, are capable of crushing Sir Dan with their powerful legs. In addition, they can spout out balls of pure electricity and their hides are made out of impenetrable metal. It's said that the only way to take an Elephant-Bot down is to get behind it and shoot at the unprotected Imp operating the controls from its back. If you use the Daring Dash and run between its legs, then quickly turn around and shoot at the Imp with your Pistol, you should be able to take one out pretty quickly.



Deluxe Elephant-Bot (boss)

This deluxe model comes standard with bullet-proof glass — drat! We're going to have to use ingenuity to take this beast out. Luckily, he's found inside the big top, where all of the heavy Elephant-Bot building is done. Hanging from three different locations inside are three two-ton Elephant-Bot pieces. In order to defeat this Bot, we're going to have to activate each accompanying switch as he passes right underneath each piece, resulting in the metal crashing down onto his hide. Repeating this process three times will bring success and allow you to exit the level.





Before you even begin to make a move toward this insane circus of freaks, equip your newly-acquired Hammer into one of your weapon slots (you did get the Hammer from the Prof' in exchange for the Chalice, didn't you?).



Now that that's taken care of, backtrack a few steps, take an immediate left and talk to Winston, then nab the Bag of Gold just beyond his spectral trail.



If you need it, there's a Fountain of Rejuvenation on the other side to the right. Go ahead, soak some up.



Now that we're adequately prepared, head across the bridge while charging up your Hammer. Most likely, you'll be greeted by two Bearded Ladies. I think you should opt for smashing instead of shaking hands.



A couple of hits with your hammer and they are flattened like pancakes. Try not to get too close and stay mobile, as both their thrusting tummy and butt-bounce attacks can be very lethal.



Two more Bearded Ladies await just past the next bridge. If you're shy, they will definitely come to you. Don't let them bounce you into the water!



Across the third bridge, you'll find three more hanging out on top of the caravans. Charge up your Hammer and let them come to you. Their gelatinous bodies are no match for your heavy metal.



The fat ladies have sung! Don't forget to collect your booty before moving on — four Bags of Gold.



Don't head through the opened-gate ahead just yet. Instead, take a left and enter the large tunnel entrance to the left.



Hey, it's our old friends the Imps and they're just as pesky now as they were last time we squashed them. One full Hammer charge will take care of business.



Two Imps and a Bag of Gold later, we find ourselves back outside. There's another Bag of Gold and a rare Life Bottle here. I suggest you take them both.



There's also a large Chest of Gold sitting invitingly on the platform to the left. Carefully jump over and grab it, then continue and jump across to the land on the other side.



We're back in the middle section outside the carnival. Cross the bridge to the left once again and now head into the open gate ahead.



It shuts behind you, locking Sir Dan in. To make matters worse, a strange-looking Magician is locked in here with you and he's conjuring up a nasty Dragon to send your way.



You're only going to get a freebie like this once. As soon as you're back in control of Sir Dan, quickly charge up your Hammer and follow the trails of sparkles to the Magician.



Before he can conjure up the beast, let loose with your weapon and give him such a smack.



You'll only be able to get one hit in. As soon as he summons the Dragon, he becomes transparent and invulnerable to your attacks. The best thing to do now... Run!



Use the Daring Dash and stay one step ahead of the Dragon, who is most likely on your tailbone. Soon enough, it will tire out.



When it does, it will head back to its master; this is your cue to start charging your Hammer and get ready for the kill.



As soon as it disappears back into the Magician, he will take off running. Follow his sparkly trail again until he comes to a stop and solidifies.



Before he can summon the Dragon once more, let him have it with everything you've got. If you missed him the first time, you'll most likely have to repeat the process. If not, he's definitely a goner and the doors to the Freakshow interior should now be open — head on in.



On the other side, things heat up. Right away you'll be accosted by two Bearded Ladies — and there are some Imps not far behind them.



Why fight when you can let the Skull and Crossbones Chest do the work for you? Run past the Ladies and Imps and smash open the bomb-filled chest, just beyond and to the left.



Before continuing forward, head back a bit and check out the "Test Your Strength" Hammer Attraction to the right. One well-placed and fully charged Hammer slam will send that bell to the moon. Collect your prize — three Bags of Gold.



Smash the last Bearded Lady, if she's still lingering about, then head forward just a bit — there's plenty more to do here. This next attraction to the right, with the Hammer on the door, looks like it's up our alley.

Level 4 The Freakshow



Inside, you'll find the "Whack an Imp" game. To play, hit the switch in the corner of the room.



Our first goal is to whack eight Imps. Sounds easy enough. Head into the middle of the room and a timer with 60 seconds starts to count down. As soon as an Imp shows up from any of the square holes, whack it with your Hammer.



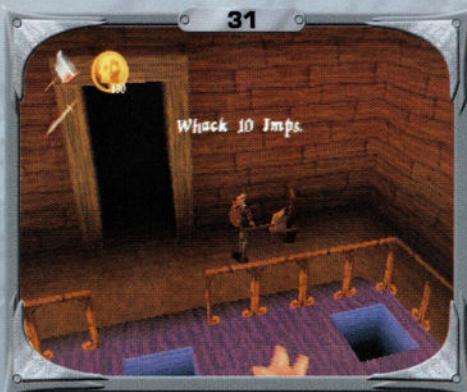
Of course, they only stay above ground for maybe a second or two. They also shoot green goop your way. Avoid the goop, smash the Imps and we all go home happy.



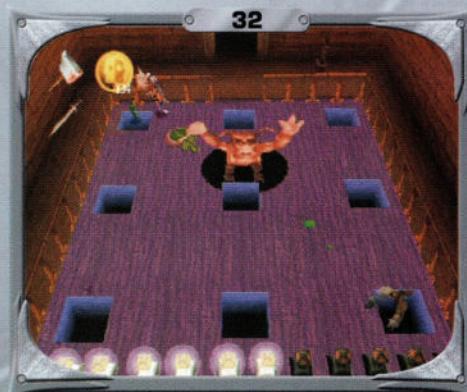
Occasionally, an Energy Vial appears over one of the holes. Grab it!



When you've smashed all eight, your reward appears over the middle square — a Chicken Drumstick! These will come in handy in times of need.

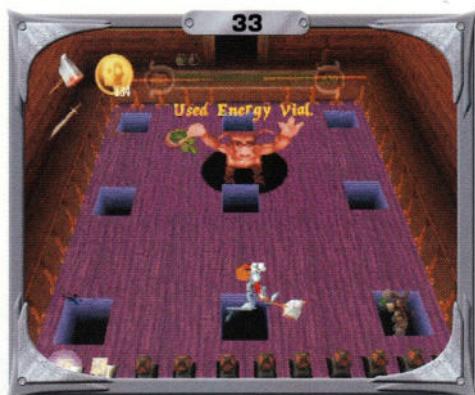


Ready for round two? Hit the switch and find out for yourself. This time, it's ten Imps that need to be whacked.



Use the middle as home base and hit the Daring Dash to go after the Imps at the far corners of the room.





Watch carefully, a few Energy Vials should randomly appear. Grab them and don't stop whacking.



As the timer counts down and you get close to your goal, bedlam breaks loose. Multiple Imps come out simultaneously, all tossing goop your way. Keep whacking and watch for more Energy Vials.



Once the mission is accomplished, you are awarded with two more Chicken Drumsticks. Let's get ready for the third and final round.



The goal now is 12 Imps. You know what to do. Stay focused and calm and watch for any more Energy Vials.



Your final award is three more Chicken Drumsticks. What, you were expecting a stuffed bunny? Pick 'em up and head on out.



Across from the "Whack an Imp" is Winston's spectral trail. Have a brief chat and learn how to hop on the trampoline. Getting up on the roof of the building next door will get you nothing but respect.



We can still head inside it though. A quick survey of the interior will show us The Spiv. Purchase some Pistol ammo if you need it.





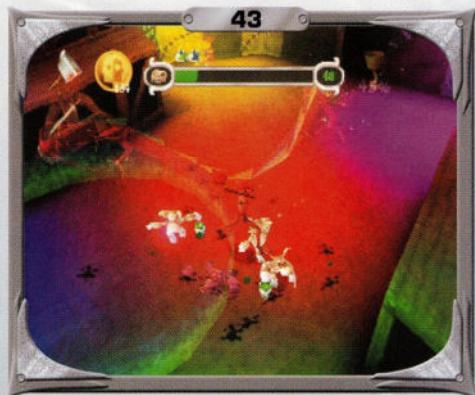
Back outside, we still have two choices: Head through the entrance with the locks to the big top...



...or continue ahead to the left of the entrance and into the open tent door. Let's go in there first, okay?



Well, maybe this was a mistake! We are immediately descended upon by three Bearded Ladies and a Magician. Take out whoever you want first, just don't hesitate.



As soon as they have been wiped out, two waves of Imps come out from underneath the bleachers. Can't an undead, bony knight get a break?



Now that the coast is finally clear, make use of the Fountain of Rejuvenation in the left-hand corner, then head out the now-opened door beyond it.



It's a good thing Winston taught us how to use the trampoline, as there's a rather large one in this next, small area. Head up onto the wooden platform and jump onto the trampoline, then up to the next wooden platform above it.



This new area presents us with a whole new set of options. Let's do the greedy thing first and jump onto the striped platform.



There are a number of trampolines floating in this monster-filled pit, but we're not going to jump across them yet.





Instead, turn the camera clockwise (with the **R2** button) to reveal the Chest of Gold nestled in the corner. Carefully grab it, then hop back up and over onto safe ground.



Head to the left and quickly chat with Winston. He's found out that the Imps have been secretly building an army of Elephant-Bots with which to invade the city. It's up to you to stop them and their mechanical beasts.



Now let's use those trampolines. At the pit, walk onto the first one. Now slowly and meticulously jump from one trampoline to the next, keeping the **•** button pressed to stay at the maximum height.



Ignore the wooden platform to the right and head for the grass on the other side of the building straight ahead. Don't be alarmed if you're joined by a few Imps. As soon as you jump to the grass, smash them with a charged Hammer.



Once on the grassy area, follow the trail around, down and through the doorway. Equip your pistol in one of the two inventory slots, and get ready to spray the shot!



As soon as you enter, the gate swings shut behind you and an Imp powers up his Elephant-Bot. This could be bad!



Here's my plan: Head to the end of the fence and wait for the Elephant-Bot to approach you while avoiding its fire. When it's about halfway to you, hit the Daring Dash and run between its legs.





As soon as you're safely behind it, quickly turn around and start shooting with your Pistol. While the Elephant-Bot might have impenetrable metal skin, the Imp operating its controls on its back doesn't. You should be able to get off three to four shots before it can turn around to face you.



You'll have to repeat this process four to five times before the Bot goes down, but the Elephant Key 1 you receive makes it well worth the effort.



Head back outside. Take out all the Imps that are pouring out of a hole in the building, then drop down over the ledge to the right.



More Imps and Bearded Ladies will attack you. Take them out, then find more opponents to smash on the grassy area until your soul count reaches 100%.



Head inside the opening to the building and you'll come across a few more Imps working on an Elephant-Bot. Put a stop to their shenanigans right away.



Grab yourself some juice from the Fountain of Rejuvenation if necessary. Now, hop onto the trampoline to the right of the door. There may be another Imp up here on the catwalk, so watch out!



Not only is the Chalice all the way to the left, but The Spiv and a Copper Shield are located up here as well. Take everything you need, then leave the House of Horrors building.



Let's go get the second Elephant Key. Follow the dirt path straight ahead through a revolving, multi-colored tunnel. Keep heading forward, trying to not get too dizzy, and out the other end.



Before making any move on the other side, equip your Pistol in one of the slots, then head into the gated area.





It's another Elephant-Bot. Toggle to your Pistol once again and take care of business — same as before. I'll be waiting here for you when you've finished.



The goliath leaves behind the Elephant Key 2 — now we've got a matching set! Let's go use them why don't we? Head back through the rotating tunnel and up the path toward the building.



Veer to the right of the building where you got the Chalice, avoiding the slime pits on the hillside.



More Ladies and Imps will try to halt your progress. Are you going to let them mess with you? I thought not. Smash 'em!



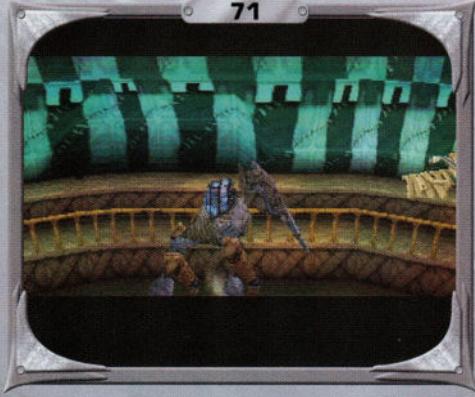
With the Elephant Keys in tow, it's time to find out what's in the big top. We could go back around the long way but, instead, let's take a shortcut. Hop across the trampolines at the pit and make your way over to the wooden platform on the other side.



From here, follow the big top around to the left. Stop to smash a few Imps along the way, then take a right down the hill to where the two locks are. I bet the Elephant Keys will be a perfect fit.



Use them in each of the locks and the big top's doors open. Before heading in, head up the hill toward the entrance and head to the right. There's another Fountain around the corner and you could probably use the juice.



Now that our health is maxed, head inside and prepare for a boss battle. There's another Elephant-Bot in here, but this Imp got clever and protected himself with bullet-proof glass.



That won't stop us! We can use these three, metallic hanging pieces, suspended in the air by the magnetic pulleys, to our advantage.



Before jumping into the fray, grab the Copper Shield inside this chest.



Now, hop over the gate and head straight for the switch sitting up on the platform.



Use the DanCam camera if you want to know how close the Elephant-Bot is getting and wait patiently for it to approach.



Avoid its fire to the best of your ability and wait for it to be smack-dab under the middle of the hanging piece. As soon as he is, hit the switch and watch as it drops a ton of metal onto the lumbering beast. Take that!



If you miss (which is entirely possible), don't fret. The pulley will reset itself and you can give it another go.



As soon as you score a direct hit, the Elephant-Bot will take off in a mad hurry. Drop down from the switch and Dash the opposite way to the next switch.



Repeat the process two more times. If you happen to get in the way of the Elephant-Bot in the process, beware! It will rear up on two legs, then stomp down with a brute force (it will also turn around when it comes to a downed and empty pulley).



After three hits, this bad boy is down and out. A set of doors open leading back to the outskirts. Let's get out of here! Find the exit and head outside.



To blow this wacky level, head down the hill past the two Elephant locks and take a left. Head Through the first set of exit doors and continue straight ahead for the next.

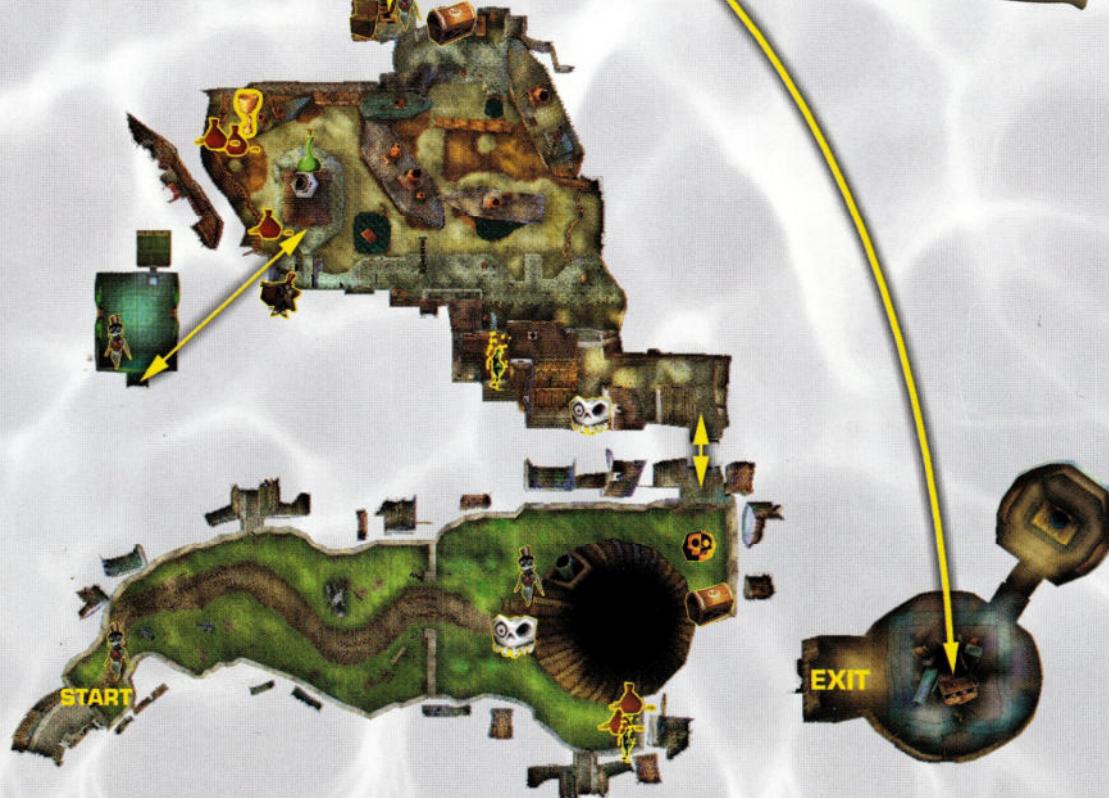
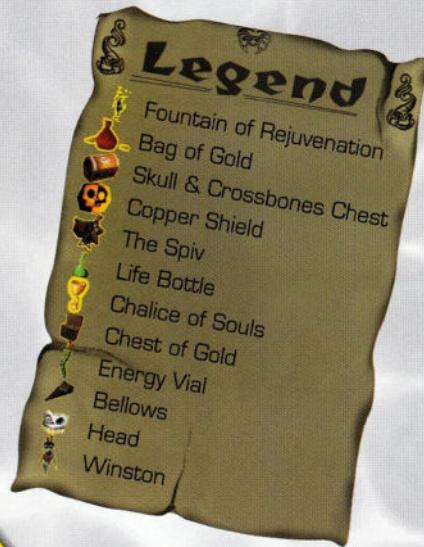


• Level 5 •



Greenwich Observatory

Back in the Laboratory, the Prof. gave you some useful information, formally introduced you to Kiya (the lovely ancient Egyptian consort of Ramses himself) and, if you collected the Chalice in the Freakshow, awarded you with the Crossbow. It turns out your next mission is to head over to Greenwich and do some more investigative work. Apparently, Winston's done some reconnaissance of his own and spied some strange goings-on over at the Observatory. It's up to you, as usual, to find out what's going on and put a stop to whatever Palethorn is up to.



○ New Enemies ○

Octomator

Basically, the Octomator is a goo-filled brain with legs that spits out red-colored acid and can possess other creatures. If it gets close to one of the many Zombie corpses littering the grounds, it will attach to it like a parasite and use the body as its host. It can also do the same to you, except with different results. If it attaches itself to your head, you'll lose control of Sir Dan (as well as your health). Remove it by rapidly pressing the **X** button. The only way to completely destroy these devils is to knock them from a host with a mighty weapon (such as your Hammer), then smash them into a messy green pulp.



Octo-Zombie

Once just a dead corpse lining the countryside, an Octo-Zombie is a Sailor Zombie that has been possessed by the Octomator. Already deadly enough, when turned into an Octo-Zombie, these suckers can jump long distances, spit red-colored acid from their mouths, and take chunks of your energy away with a single swipe. Use your charged Hammer to knock the Octomator loose, then destroy the corpse before it can re-attach itself.



Sailor Zombie

Hanging out down by the docks, these tough guys have obviously had their fill of spectral spinach because they pack a serious punch. While you should have some new weapons to try out (such as the Crossbow), the good old standby, the Small Sword, is what works best here. Just get in front of them and start slashing away.



○ Puzzles ○

Puzzle 1: Where's My Head?

This is going to happen quite a few times throughout the game, so you might as well get used to it. Right as you start the level, a Bird will come swooping down, literally stealing your head off your shoulders and taking it back to its nest. In order to locate your head, you're going to have to use its perspective to get a bead on its location. This is done by holding down the **L1** button and then pressing the **▲** button. You can toggle back and forth between Headless Sir Dan and your skull in a game of hot and cold. The first time this happens, your head will be located on the Observatory roof just past the open gates up the long hill. Follow the dirt road and it will take you straight to it. To get up there, head left at the Observatory and you'll spy a ladder against its wall. Climb all the way up, take out the Bird with your Pistol or Crossbow, then reclaim your head. You can pick it up and put it back on by positioning yourself right next to it (a glowing blue sphere will appear around it if you're in position), then again holding down **L1** and pressing **▲**. This happens a few more times in the game. Refer to the map to see where the nest sites are.



Puzzle 2: Lowering the Drawbridge:

To cross the mudflats and get to the other side of the docks, you are going to need to lower the drawbridge. To do so, you'll first have to solve a switch puzzle located inside the Boathouse, which is at the end of the docks all the way to the left. Inside, you'll find four levers, labeled with Roman numerals. Next to these levers are vertical gauges that display what position the lever is in. Each lever can be moved three times. In order to get the levers in their correct positions and thus lowering the drawbridge, you are going to have to literally use your head. Place your noggin inside the panel against the back wall (you can either select it from your inventory or hold down the **L1** button and press **▲**). Once inside, you can switch to it (by again pressing **L1** and **▲**), then enter DanCam mode (by holding down **L2** and **R2**). This allows you to see into the next room where the answer to the puzzle is on the wall. Since the puzzle is random with a different combination every time, we can't display the solution. Just remember which lever is in which position and you should have that drawbridge down in no time.

Puzzle 3: The Chalice:

The Chalice is located in broad daylight, resting on the very last ship in the mudflats. You can get to it by hopping from ship-to-ship. You will have to do a bit of backtracking though, as it won't be filled with enough souls until you get to the other side of the docks.

Puzzle 4: Light the Balloon:

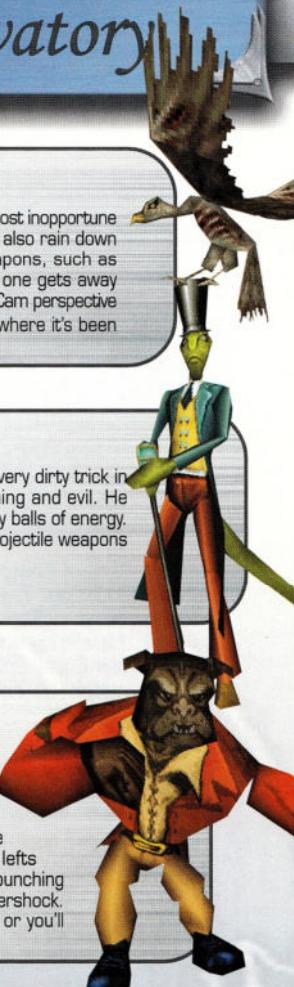
In order to ignite the Balloon and get off this crazy level, we're going to need to find a Bellows to feed the flame. The Bellows happens to be at the bottom of this aquatic tank inside the Naval Academy. To get it, we're going to have to place our head inside the Diving Bell, then make use of the levers down below. Each of these levers operate a magnet on a trellis system above the tank. Lever one (the far-left lever) moves the magnet along the tank's width. Lever two (the middle lever) moves the magnet along the tank's length. Lever three (the far-right lever) drops and retracts the magnet. Here's the solution: Hit lever one and lever two as many times as necessary to move the magnet into position. Switch to the DanCam perspective (by holding down **L1** and hitting **▲**) to see where the bellows is located. When the shadow is directly above the Bellows, hit lever three once and the magnet will pick it up and drop it outside the tank for you. Now, just take the Bellows up to the roof where the Balloon is, light your Torch from the lit sconce on the wall, light the pilot on the Balloon by standing next to it and pressing the **X** button, then select the Bellows from your inventory. In order to stoke the fire, slowly and methodically jump up and down on the Bellows.

Bird

This nuisance of an animal will come swooping down at the most inopportune times and steal away with your head. On top of this, it will also rain down a barrage of energy-filled eggs your way. Trajectory weapons, such as the Pistol or Crossbow, work best on these creatures. If one gets away with your head, don't fret! You can recover it by using the DanCam perspective (holding down **L1** and pressing **R1**) to get a bearing on where it's been taken.

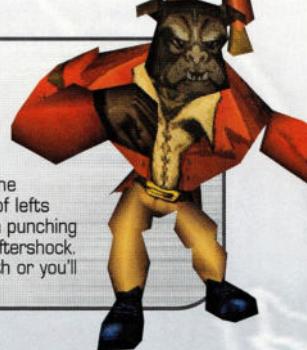
Mander

Educated at the best schools in England, Mander knows every dirty trick in the book. While not particularly strong, Mander is cunning and evil. He can move with unnerving agility and his Cane can fire deadly balls of energy. It's wise not to get too close to this creature. Use either projectile weapons or charged Hammer blows to knock him down a peg.



Dogman

The Dogman is one of Palethorn's henchmen and just happens to be Mander's right-hand (paw?) man. Part dog/part human, what this creature lacks in brains, he makes up for with brawn. Known as a professional pugilist in another lifetime, the Dogman was too brutal for the ring. He now feels right at home where he can flex his muscles and pepper Sir Dan with a lethal barrage of lefts and rights. Your best defense against Dogman is to not get within punching range, and instead use your charged Hammer to catch him in its aftershock. If he does hit you, you'll either lose a substantial amount of health or you'll be temporarily stunned — allowing him to hit you some more.





1 The outskirts of Greenwich turn out to be a very hostile place. The shipyards beyond were home to a group of lively, rowdy sailors... Now they are deadly, rowdy sailors. Your Small Sword seems to work best against these Zombies.



2 As you move forward up the hill the unthinkable happens — a Bird comes swooping down out of the night sky and grabs your head.



3 The next thing you know, it's flown off with it, leaving you headless. Don't worry, we'll get it back! For now, concentrate on clearing the area of the many Zombies Sailors rambling about.



4 A talk with Winston will give you the info you need to switch your perspective from your body to your detached head. Try it by holding down the **L1** button, then pressing **▲**.



5 You can switch back and forth by executing the same button presses, which will help us determine where your skull is. For now, follow the dirt road up the hill and take out any Zombie Sailors, one at a time if possible, that you come in contact with.



6 Keep heading up the dirt road, past the large anchor and through the gates to the observatory.



7 When you get just inside the gates, switch to your head perspective to see that it's resting in the Bird's nest just above, on the Observatory's roof. It's time to get that head back on your shoulders.



8 Around to the left side of the iron-clad observatory wall is a ladder. Speak with Winston (who tells you to cross the river) then climb on up.



9 When you reach the top, equip your Pistol and start shooting at the skull-stealing Bird. When you hit it, it will take to the air and rain deadly eggs down at your body. Avoid them and keep shooting.

Level 5 Greenwich Observatory



Once the coast is clear, head over to your head and position Sir Dan so a glowing blue circle appears around you and your noggin.



This is the indicator that you can pick it up. Hold down the **L1** button and hit **▲** once again to do so, and Sir Dan will replace his noggin where it belongs.



According to Winston, we won't be able to get into the Observatory the front way, so climb back down the ladder. Now, head around the right side and take out the remaining Sailor Zombies shambling about.



There are some goodies over here as well. Grab the two Bags of Gold and replenish your health with a soak in the Fountain.



Now, head back the other way and around the left of the Observatory. At the end, besides a few more Sailor Zombies, you'll find a Skull and Crossbones Chest and a Copper Shield. Take advantage of them.



Apparently, to cross the river we are going to have to head down to the docks. Head through the entrance and let's continue our quest.



The road to the docks leads down and to the left. Ignore the first branch to the left as it's a dead end. You should encounter a few more Zombie Sailors at the upcoming intersection.



At the intersection, don't bother going to the left and up the ladder yet as we'll be coming back here in a moment. Instead, equip your hammer and head right down to what used to be the waterfront.



This is our first exposure to an Octomator. These goo-filled brain-like creatures attach themselves to any random corpses laying about and use them as hosts. ick!





When they've possessed a body, they become very aggressive and very deadly. Use your charged Hammer to squash them out of the Zombies, as well as destroy any corpses you find laying about.



As soon as the little bugger is jarred from its host, it will scurry about. Not only does it attack you by spitting deadly red-colored acid, but it also searches for another host.



If you let it get too close, it just might try to use YOU as a host. Luckily, there's not much going on upstairs (if you know what I mean). The Octomator will gnaw on your noggin, making you lose all control. Hit the X button repeatedly to knock it off.



Before it can do any of these nasty things, quickly track it down and squash it like a bug with a few well-placed Hammer slams.



Make sure you destroy any Zombie corpses you find lying about — we don't want to give the Octomators any fodder — and keep heading down the docks to the left.



Another Octomator appears from these crates. At the same time, you will probably be attacked by another Bird. Let the Bird take your head away and concentrate on squashing the Octo-Zombie.



There's another Bird flying around this area, as well. Toggle to your Pistol and shoot it down.



Well, let's get our head back, shall we? Take a look-see where it is by switching perspectives.



To get up here, we're going to have to head back to that ladder I pointed out earlier. Turn back and head around the road to the right. If you keep your Pistol equipped, you might be able to get the dirty bird in your sights when you turn the corner.

Level 5 Greenwich Observatory



Shoot the bird and it will swoop down from its perch and attack. Fill it with lead, then climb the ladder and turn around once you reach the top. Your skull is just behind you and to the right. Hop over and pick it up.



While we're up here, stay on the rooftops and hop back over to where you climbed up. If you follow the rooftops down a bit and then climb the next ladder, you'll find another Fountain of Rejuvenation up top.



Climb back down the two sets of ladders, back to the road below, then back around the docks to the left.



Another Octomator appears toward the end of the docks— hopefully you've destroyed any potential hosts lying around, allowing you to concentrate on squashing the bugger.



Just around the corner to the left is The Spiv. Now that you have the Crossbow in your possession, he's added ammo for that weapon to his menu. You should have enough cash to stock up on both types of ammunition.



Head through the archway toward the boathouse. Before going inside, walk around the pathway and behind it to claim your third Life Bottle. You should also just be able to make out where the Chalice is, off in the distance.



Now, head back around and inside. Here, we find ourselves facing a clever little puzzle.



Winston can shed some light on how to solve it, but we don't need to use him, we just need to use your head.



The boathouse has four levers lining its walls. Each lever is numbered with a Roman numeral (I, II, III, IV). You can hit them up to three times and a corresponding vertical gauge on the wall will show which state the lever is in.



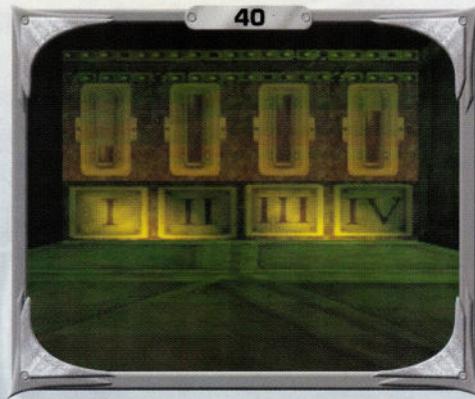
Obviously, we need to figure out the right combination of levers to solve this, but where is the answer? If you walk over to the back wall, I think we can figure this out.



This slot in the wall is the perfect size for your head. Stand in front of it and either select it from your inventory or hold down the **L1** button and hit the **▲** button to place it inside.



Once it's in the slot, switch to your head perspective by once again holding down the **L1** button and pressing the **▲** button, then enter DanCam mode by holding both **L2** and **R2** simultaneously.



Look! It's a second room with a matching set of gauges on the wall! The settings will randomly change every time you enter the boathouse, making a definitive solution for the puzzle impossible to predict.



Whatever each gauge reads (they are represented by blocks of three), you should set the corresponding lever in the first room to match it.



When you match them all up, a drawbridge back outside at the docks is lowered and your head is then offered back up. Take it back and head outside.



Before heading across the drawbridge, let's take a quick tour of the mudflats below. Hop down from your vantage point and head under the drawbridge.



Level 5 Greenwich Observatory



Right around this area, you'll come across a few lingering Zombie Sailors. Say hello to my Sword boys!



Around the corner in this open area, you should find a pesky Octomator. Give it the Hammer.



Keep heading along the far wall (squeezing between it and the half-sunken ship) and you'll spy another Octomator and a couple of friendly severed hands.



If you follow the wall and get behind the last ship, you'll find a few Bags of Gold and an errant Zombie Sailor. Pillage and loot, my friend.



There's one more Bag of Gold in this culdesac, grab it then follow the perimeter wall back around to the docks. Climb the ladder in the middle to get back up.



Okay, let's cross the drawbridge. Once on the first ship, head for the bow (the pointy end).



From here, take a leap and jump down to the next ship. Head right and follow the length of the ship to its stern (the non-pointy end).



This ship is just touching the stern of the next. Hop over the small gap and take a left.



The wooden platform next to it houses a switch at the end. Walk over and activate it. This results in another wooden platform being raised from the mud.





The ship adjacent to us houses the Chalice, unfortunately, so we'll have to come back in a minute. For now, head back across the ship and onto the raised wooden platform.



We're going to need to jump from its far end to the small indentation in the ship beyond. This requires the use of the Daring Dash along with a jump (● button) from the platform's end to make it across.



Head toward the back of this iron warship and drop off onto the opposite dock — we have now successfully crossed the river.



Up ahead and to the right is a small alcove housing a horde of Sailor Zombies and Octo-Zombies. Go for the Skull and Crossbones Chest and inflict some damage first.



Now, clean up your mess by taking out any leftover Octomators who survived the bomb blast. By now, you should have collected enough souls to get the Chalice. Unfortunately, we have to backtrack for it.



Drop down off the dock back into the mudflat and head towards the ladder at the other side. Climb up to the other dock, then take the drawbridge over to the deck of the nearest ship, as before.



Jump from ship to ship until you reach the first wooden platform on your left where you pulled the lever. Walk across this platform to the last ship. The Chalice is sitting on the bow.



Level 5 Greenwich Observatory



Now, make your way back across the ships and wooden platform once again and onto the opposite docks. Follow the docks around to the left and you'll find a doorway at the end.

Before heading through, grab the Chest of Gold and speak with Winston, who will remind you to get the Chalice. We've already taken care of business, so head on through.

Greenwich Naval Academy

We're only halfway there! As soon as we drop down to the ground below, all hell will break loose!



First thing you should notice — you're being attacked by an Octo-Zombie. Second thing you should notice — cannons are firing at you. Here's what to do: head to the right, charging up your Hammer along the way and causing the Octo-Zombie to pursue you.

When you reach the trees, you should be out of range of the cannons. This is where you'll make your stand. Take out the Octo-Zombie and then the Octomotor. Grab the Energy Vial here when you can.

Now, run back to the front of the building and around to the opposite corner. Again, make your stand by the trees and take out any Sailor Zombies that follow you. Go ahead and let the Bird take your head, we'll get it back (as always).



While you're here, soak up the juice from the Fountain, then clear away the last few Zombies and Octos.



On the way back to the front of the building, make sure you grab the Bag of Gold stashed away among the trees.





Now we're ready to enter the Naval Academy. Won't our mums be so proud of us? Quickly head inside the building before the cannons get a bead on us.



It might seem quiet and safe inside, but don't let your guard down. I'm willing to bet those four corpses laying in the middle of the room won't stay down for long.



Fully charge up your Hammer and head over to them. Try and let it fly right between the two bodies on the right, destroying them both in the process. That leaves only two more for the Octomators to possess.



Now it's just you and them, baby. Take out the other bodies and the Octomators. Finally, stop and take a little breather — you deserve it.



These levers down here will help us solve the next puzzle, but we need to get our head back from the Bird first.



Head all of the way up the ramp and keep going up, past the landing, until you reach the outside.



If we could get the fire going,

Up here, you'll find a large Balloon, Winston (who informs you that the Balloon won't float without fire) and a conveniently-placed lit sconce against the wall.

Level 5 Greenwich Observatory



We could light the fire in the Balloon with our Torch, but it won't be strong enough to fill it with hot air. We are missing a key ingredient. Let's get our head back first. Switch perspectives to get a bead on it.



You probably noticed that the Bird and your head are down below on the next platform. Equip your Pistol or Crossbow then drop down and start shooting.



When you've taken care of business, reclaim your head, then drop down to the next platform. There might be another Bird here — try and shoot it before it can steal your head again (If it does, you'll find it in the same nest as before).



If you follow the platform around to Sir Dan's left, you'll find The Spiv hiding out at the end. That guy gets into the strangest places. Restock your supplies while you're here.



Head into the building through the entrance on this platform and follow the catwalk to the middle section inside.



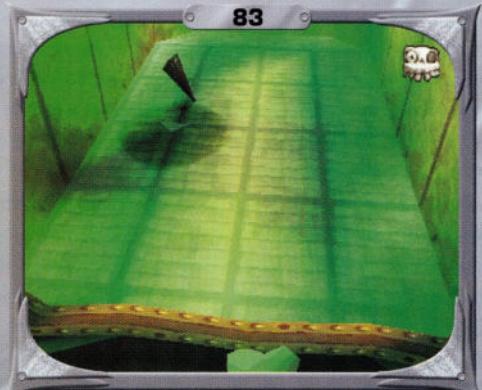
Take a right here and head for the diving bell at the end of the platform. We can't get inside, but we can put our head in it. Do so, and the bell lowers into the tank of water.



Drop down to the levers below and get ready to solve this next puzzle. Each of these levers operate a magnet on a trellis system above the tank. There's a Bellows down there and we need to retrieve it.



Lever one (the far-left lever) moves the magnet along the tank's width. Lever two (the middle lever) moves the magnet along the tank's length. Lever three (the far-right lever) drops and retracts the magnet.



The bellows is randomly located, so we cannot give you a definite solution that works every time. All you have to do is hit lever one to move the magnet along the width of the tank. To get a visual of where the Bellows is in relation to the magnet, switch to your skull (hold **□** and press **△**). You should see a large shadow.





Now, hit lever two in order to move the magnet along the length of the tank. Using a combination of levers, and checking where the shadow is with the DanCam view, you can position the magnet right over the Bellows.



Lastly, just hit lever three once, and the magnet will lower and pick up the Bellows. It will then automatically raise and drop the Bellows onto the Academy floor, next to the tank. Grab it and it's yours!



Don't forget to retrieve your head! Put it back on, then head back up and outside to the roof.



Up here, equip your Torch and ignite it, then jump up onto the Balloon. Next, hit the **x** button while facing toward the front of the Balloon to ignite the pilot.



Next, select the Bellows from your inventory and slowly and methodically jump up and down on top of it to spark the blaze.



We then witness a cut-scene back at the Observatory where Palethorn orders his assistant, Mander, to activate the Scope. This machine has the power to locate the missing pages to Zarok's spell book.



Of course, our hero, Sir Dan Fortesque, unwittingly saves the day by crash-landing the Balloon right on top of it.



In a fit of anger, Palethorn sickens Mander and his sidekick, Dogman, after Sir Dan.



It's showtime! Both Dogman and Mander will give chase. Dogman, being the pugilist that he is, throws bone-crunching punches that will temporarily stun Sir Dan if you get too close.

Level 5 Greenwich Observatory



Mander has a magical Cane that can shoot out balls of energy. Avoid these like the plague!



You could try to use a trajectory weapon (Crossbow, Pistol), but you're better off using the Hammer for now. Charge it up while heading away from your pursuers.



As soon as it's fully charged, get close enough to do some damage and let one rip.



After several of these, you will be able to turn the tables on Dogman and he won't know what hit him. Now it's Mander's turn.



Mander isn't all too happy about seeing his friend out for the count and will start lunging at you with super speed.



Keep at him with your charged Hammer while trying to stay out of his way. Make sure you let it go before he hits you, or you'll lose your charge.



Eventually, they will both be stunned silly and you — being the calm, cool, and collected dead guy that you are — can just walk away.

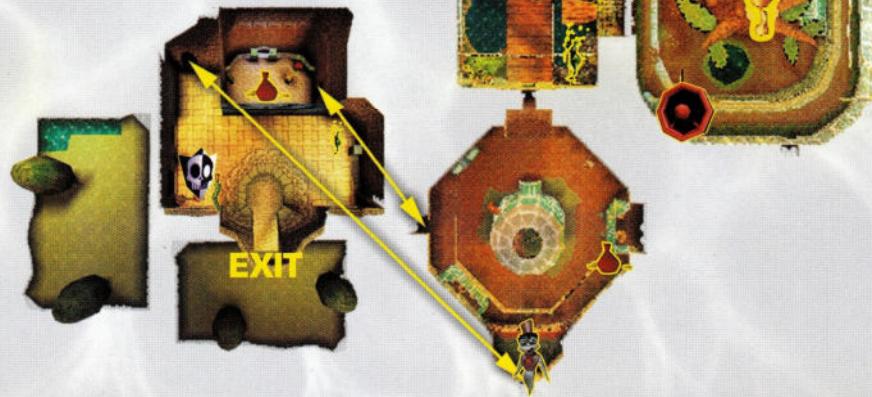
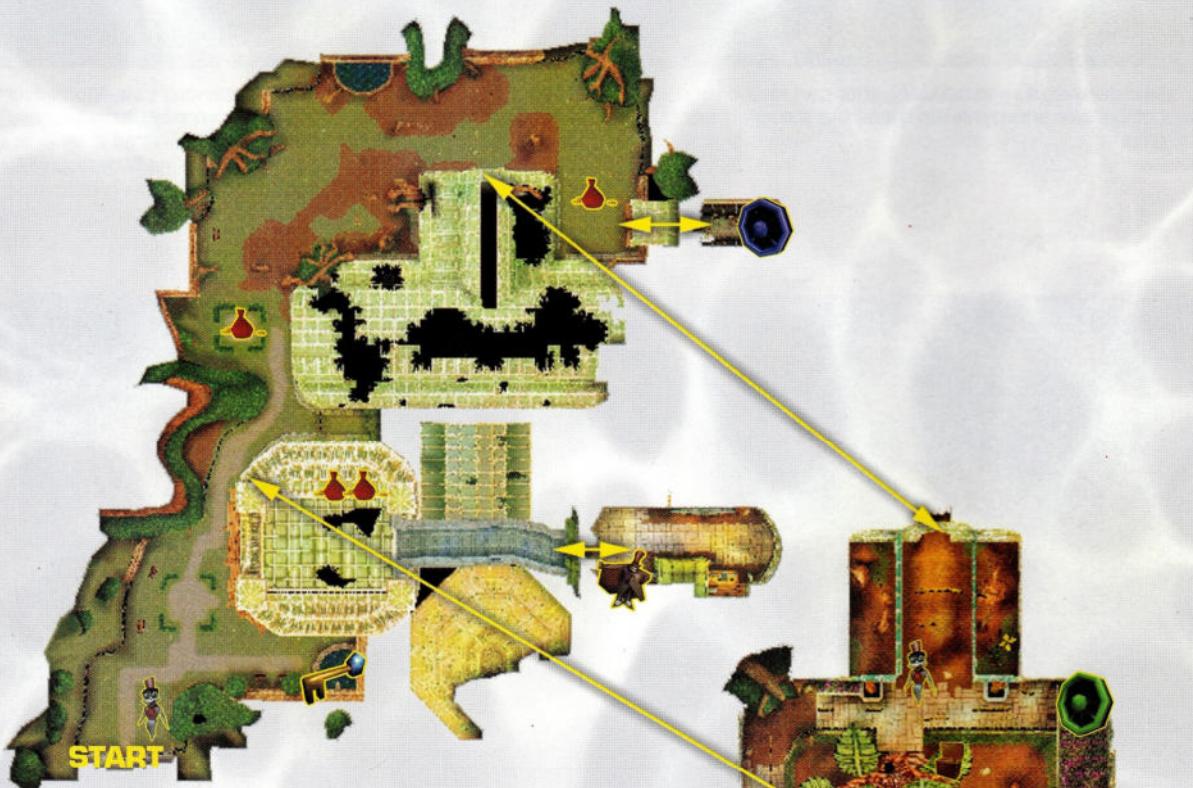


• Level 6 •



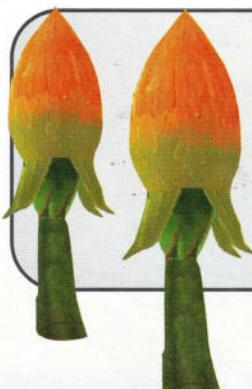
Kew Gardens

The Professor lets it be known that Winston has traced Palethorn to a place somewhere within Kew. Palethorn has a page of the spell book, but your crash landing slowed down his progress. Sir Dan is now on his hit list and things are starting to get nasty. That's all the Professor can really tell you at this time. So, grab that Axe that you received for snagging the Chalice in Greenwich and get ready for battle!



○ *New Enemies* ○*Pumpkin Soldiers*

These perilous plants spring up from the ground and attack, lashing out at you with their long pointed "tongues." For that reason, you'll want to keep your distance and use the throwing Axe to take them out. When a Pumpkin Soldier comes into contact with human beings, it will start to turn them into monsters as well — replacing their heads with pumpkins! You'll have a limited amount of time to use the Antidote on the victims before they, too, become Pumpkin Soldiers.

*Spitting Plants*

When closed, these plants shoot balls of energy into the air which come raining down on your head if you loiter too long in their vicinity. However, when watered down these plants will open to provide a handy means of reaching ledges above them.

○ *Puzzles* ○*Puzzle 1: Activate the Sprinklers:*

Having been neglected for so long, the conservatory spitting plants are in need of water. There are three colored valves to be found which fit into matching water tanks. The blue Water Tank Valve is found inside the Potting Shed outside (the key to which is found in a fountain at the start of the level). This valve is used in a small room on the roof of the conservatory. The first set of spitting plants that open after being watered allow you to reach the green Pond Room Valve. When this valve is used inside the Pond Room, two more spitting plants will open and allow you to reach the red Hothouse Valve. This valve provides water to two final spitting plants which can be climbed on to reach the exit.

Puzzle 2: The Chalice:

The Chalice can be reached by climbing the tall tree in the Pond Room (be careful climbing down, so as to avoid falling to your death). Despite the fact that it is not hidden, it is more difficult to collect the Chalice here than on any of the prior levels. If you accidentally kill a human, or allow one to be mutated into a Pumpkin Soldier, you will actually lose a percentage of the soul energy needed. There aren't enough enemies in the level to make up for the loss of more than a couple of humans. Don't worry too much about it, though — unlike before, you aren't rewarded with a weapon for obtaining the Chalice after you've completed this area.



The Kew Gardens look like they have seen better times. The place looks to be in a state of disrepair and, as you'll soon find out, the pumpkins have gone mad — attacking humans and turning them into monsters.



Let's start by talking with Winston, who gives us the story behind the mutated plant life. The large, vine-covered conservatory in the middle of the field is our destination, but, for now, take the short path to the right of it.





As soon as you approach the fountain, a giant pumpkin comes rolling toward you. Use the Daring Dash to beat it to the left corner ahead, or else run away from it, back toward the beginning of the level.



When the coast is clear, head back to the fountain. Here, you will find the Potting Shed Key.



Now, head back around the other side of the conservatory. As you do so, another giant pumpkin will start rolling toward you. Another Daring Dash toward the front of the screen is the proper evasive action.



A third giant rolling pumpkin comes towards you as you head along the path around the conservatory. You can Dash away in front of it, or else you can quickly head under the scaffolding and hide up against the wall.



Continue around the left side of the building and you will come to a Life Bottle that will soon be protected by Pumpkin Soldiers.

You will want to throw your Axe at these guys from a distance (by using the Charge/■ button), as their "tongues" have a long range.



The trick to destroying them, while taking as little damage as possible, is to Daring Dash away from them, turn and throw the Axe, then repeat. Even if they are off camera, your thrown Axe will be able to reach them.



The Pumpkin Soldiers will drop Antidote when destroyed. We will need this later, so make sure you stockpile it now. After clearing out the initial wave of Pumpkin Soldiers, continue around the left side of the conservatory.



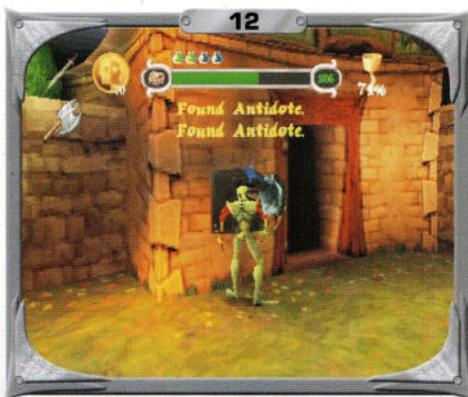
Level 6 Kew Gardens



You'll soon come upon some bouncing pumpkins that attack and explode upon contact. Since eliminating them doesn't have any effect on your pursuit of the Chalice, don't waste your time — simply avoid the little buggers.



Around the next corner, you will find the entrance to the conservatory. Just past this is a Bag of Gold that leads to the Potting Shed. A couple of Pumpkin Soldiers will attack in front of the shed.



Kill the Soldiers by dashing away, then throwing your Axe as before. When the threat has been eliminated, use the Potting Shed Key to open the shed door.



Claim the Blue Water Tank Valve that you find inside...



...then exit the shed, backtrack to the conservatory entrance and head inside.



A short conversation between Sir Dan and Winston will reveal that the Pumpkin Soldiers are turning the humans inside the building into pumpkins. Sir Dan must use the Antidote to save them.



There is a Pumpkin Soldier lurking in this upper, mezzanine area. Take him out, then look for a small opening between the railing and the left side of the large tree. Equip your Antidote as a secondary weapon before using the leaves to drop to the bottom floor.



Three humans are being attacked by two Pumpkin Soldiers. The tricky part is to get the Pumpkin Soldiers to chase you to an area where the civilians are out of the line of fire, then throw your Axe.



The Pumpkin Soldiers won't chase you if they are still after the humans, however, so you will have to let the civilians get infected. Run away, quickly return and use the Antidote while the infected humans are alone, then Axe the soldiers as they approach again.





If you let a human mutate fully into a Pumpkin Soldier, you will lose a percentage of your progress toward claiming the Chalice. You can also accidentally kill a human yourself with the Axe, so be careful!



If this isn't already hard enough, there are spitting plants inhabiting one end of this lower area. They will rain energy balls down on your head if you stand near them. Later on, when we water them, they will come in handy.



It's difficult to both fight the soldiers and heal humans but, if you concentrate on taking out one Pumpkin Soldier at a time, you'll eventually thin out their ranks. If you kill or allow too many humans to be mutated, you won't be able to collect the Chalice later.



After the humans have been saved, climb back up the tree by jumping from leaf to leaf until you find a Chest of Gold on its highest branch. Now, return down to the mezzanine where you first entered the room.



Continue around the pathway towards an archway that leads to the next room. A lone Pumpkin Soldier will attack you. Send him on his way with a well-thrown Axe.



In this next room, you will find yourself on a large wood platform with an energy spitting plant in the middle of the room. To your right as you enter is a climbing vine that will allow you to lower yourself to the floor below.



Near the bottom are two Bags of Gold. Unfortunately, there are also three Pumpkin Soldiers which stand between us and a Fountain of Rejuvenation. Fight them off with your Axe before juicing up.



Climb back up to the wooden platform. With the spitting plant on the right, locate the octagonal opening in the wall to the left. Jump down to the wood platform in front of it and head on through.



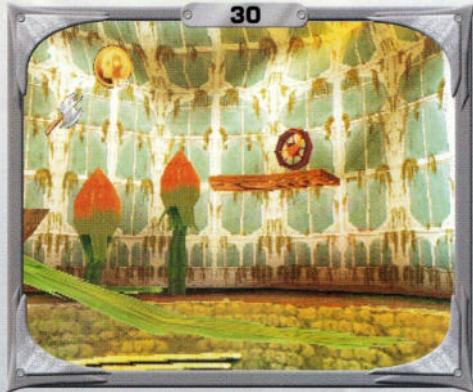
In this next room, you will find a small pond, another giant tree...and some more Pumpkin Soldiers attacking humans! Save the mammals and kill the plant life.



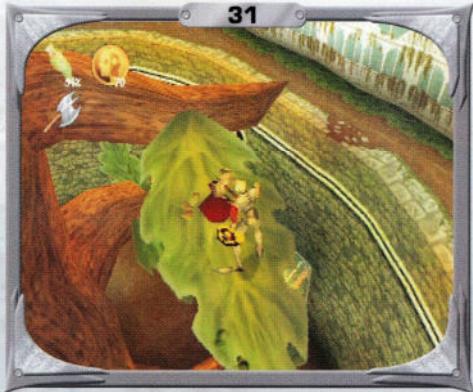
As before, you'll have to avoid killing the humans accidentally. Use the Antidote on them if they become infected, and lure the Pumpkin Soldiers away from the civilians to give them the Axe.



When the humans are safe, start climbing the tree by jumping up the leaves and walking along the branches. At the second branch you will find some vines covering the tree's trunk. Climb them up and over to the next branch.



You may notice a couple of spitting plants on the walkway. We'll use them later to reach the Hothouse Valve. For now, we've got to avoid getting hit by their expectoration as we continue our climb.



Continue climbing until you find a Bag of Gold. At the very top of the tree, you will find the Chalice. After defeating the enemies in the final room, you will be able to come back here to lay claim to the Chalice.



Chalice or not, jump from the edge of a leaf over to the mezzanine level. Now, run quickly along the walkway to avoid getting hit by the energy spitting plants.



On the way, you'll spy a water pipe. Remember where it is as we'll be back here shortly — once we find the Pond Room Valve. Exit the room through the arched opening just past the pipe.



You will now find yourself back outside — on the wooden scaffolding that is erected in front of the conservatory.





Work your way up the scaffolding, jumping the gaps and climbing the ladders on the conservatory's exterior walls. If you fall off, it's a long way back through the building and up the tree again.



Make your way from the scaffolding to the roof of the building. You will find two large holes in the glass paneled roof and two Bags of Gold nearby.



If you happen to fall down one of the holes, you will drop back down into the pond room onto the tree where the Chalice resides. Try to avoid this.



On the roof, run down through the area with the large pipes on both sides. At the end, a large pumpkin will come rolling toward you. Use the Daring Dash to speed back to the roof area and duck around a corner.



Once the danger has rolled on past, head back past the pipes and through the opening at the end.



In this small room, you will find The Spiv. He's got Crossbow and Pistol ammo for sale, but we shouldn't need it. You will also find a pipe behind the steel box that he stands in front of. Looks like something fits here, huh?



This is where you need to use the Water Tank Valve. Select it from your inventory and it will be placed on the pipe. Watch as the sprinklers come to life inside the first area we entered in the conservatory.



Leave the room and head back across the roof, avoiding the holes. Drop down onto the scaffolding. This time, drop down to the ground outside rather than re-entering the doorway on the wall.



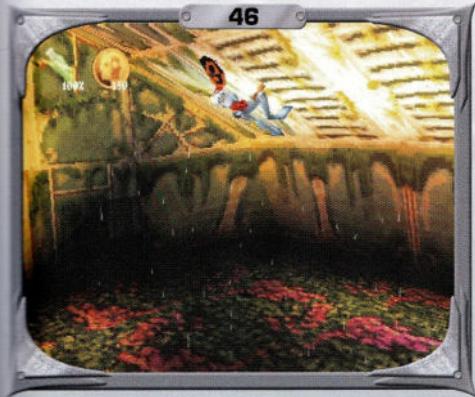
Run around the left side of the conservatory and enter the front door. Once inside, look for the opening to the left of the tree and use the leaves to drop down to the bottom floor where we rescued the humans before.



You'll find that the water from the sprinklers has caused the energy spitting plants to open up and lay flat. Perfect for climbing on, don't you think?



Using the spitting plants allows us to reach a series of ladders that adorn the wall and curving ceiling of the conservatory.



Climb the ladders over, up, and to the left, where they will end above a previously inaccessible part of the main level of this room — marked by its carpet of pink flowers. Jump down onto this floor.



We can't get back to the ladder. So, after snagging the Green Pond Room Valve which is sitting up here, walk across to the opposite corner. Use the DanCam perspective if necessary so that you can drop down to the mezzanine. Be careful not to drop all the way to the lower ground!



Head along the path, around the tree and through the arched doorway. You will encounter two more Pumpkin Soldiers along the way.



The spitting plant in the next room is still active, so use the wooden platform to head left through the octagonal doorway. Start climbing the tree in the Pond Room beyond.



Jump over to the mezzanine, mindful of the energy spitting plants, and use the Pond Room Valve on the pipe. The sprinklers in this room and the adjacent room with the wooden platform will come on, opening up all the plants.



Walk back along the mezzanine to the now-open plants and climb them to reach a shelf above. A red Hothouse Valve is our prize. That's the last one we need!



Use the tree leaves to get from the mezzanine to the floor, then return through the octagonal opening into the room with the large wood platform. Jump to the now-prone spitting plant and use it to reach another wood platform with an arched opening behind it.



In this room, named for the large hothouse in the middle, there are two more spitting plants, another water pipe, and a Bag of Gold. That's the good news.



The bad news is that there are also a number of Pumpkin Soldiers trying to dispatch some humans. Take the soldiers out without killing the civilians or allowing them to mutate.



Use the Antidote and your Axe interchangeably until the killer plants have been eliminated.



To obtain the Chalice, backtrack over the wooden platforms, through the octagonal opening, and up the leaves to the very top of the tree in the pond room. The cup is ours! Just don't celebrate and fall off to your death.



Climb back down the tree to the very bottom, exit through the doorway, head across the wooden platforms and open spitting plant, and back into the hothouse room.



Head through the arched opening to the right of the water pipe. There is a Life Bottle in this small room that you can claim as your own. You can hear another fountain above you — we will get there shortly.



Back outside in the hothouse room, collect the Bag of Gold if you didn't do so before. Now, let's use the red Hothouse Valve on the water pipe here.



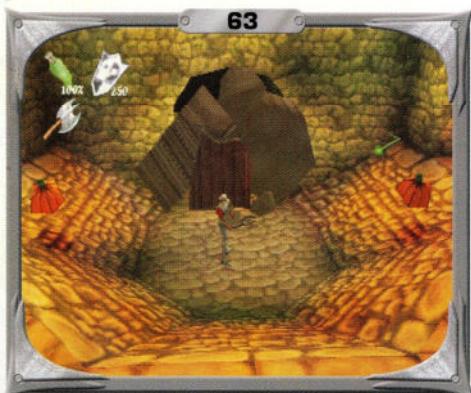
This will activate the sprinklers in this very room — causing the energy spitting plants to come open.



Head into the next room where we will immediately find a Chest containing a Silver Shield.



At the opposite side of the room is a Fountain of Rejuvenation — let's bathe in that sweet emerald Fountain of Youth! Ahh!



You should have noticed the pit in the center of the room, with its opening blocked by stones and rubble. As you walk down there, all Hell breaks loose!



First up is a series of bouncing pumpkins which threaten your existence. Daring Dash out of the pit and around the room until they dissipate.



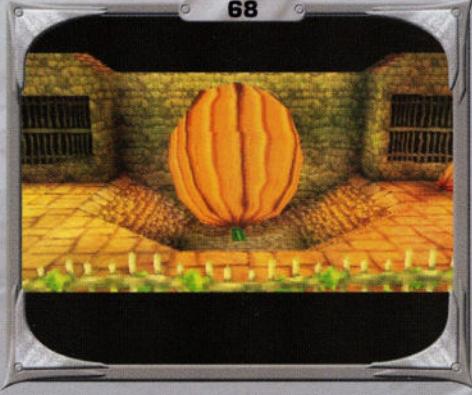
Next, a large group of Pumpkin Soldiers are added to the mix. Throw the Axe and, when you aren't throwing, Daring Dash away. If you take damage, there is an Energy Vial near the chest where you obtained the Silver Shield.



Finally, another wave of Pumpkin Soldiers will attack in concert with giant rolling pumpkins! Not only do you have to Axe the soldiers, but you've got to move around to avoid being flattened.



If you need to replenish your energy, you can head to the fountain (if you didn't greedily suck it dry before).



After you've cleared out all of the Pumpkin Soldiers, two giant pumpkins will come crashing through the stone and rubble that was blocking the exit.



The way is now clear, you've got 100% on the meter o' souls, and you can go back and collect the Chalice. When you return to this point, you will still find a few rolling pumpkins as you head for the exit.

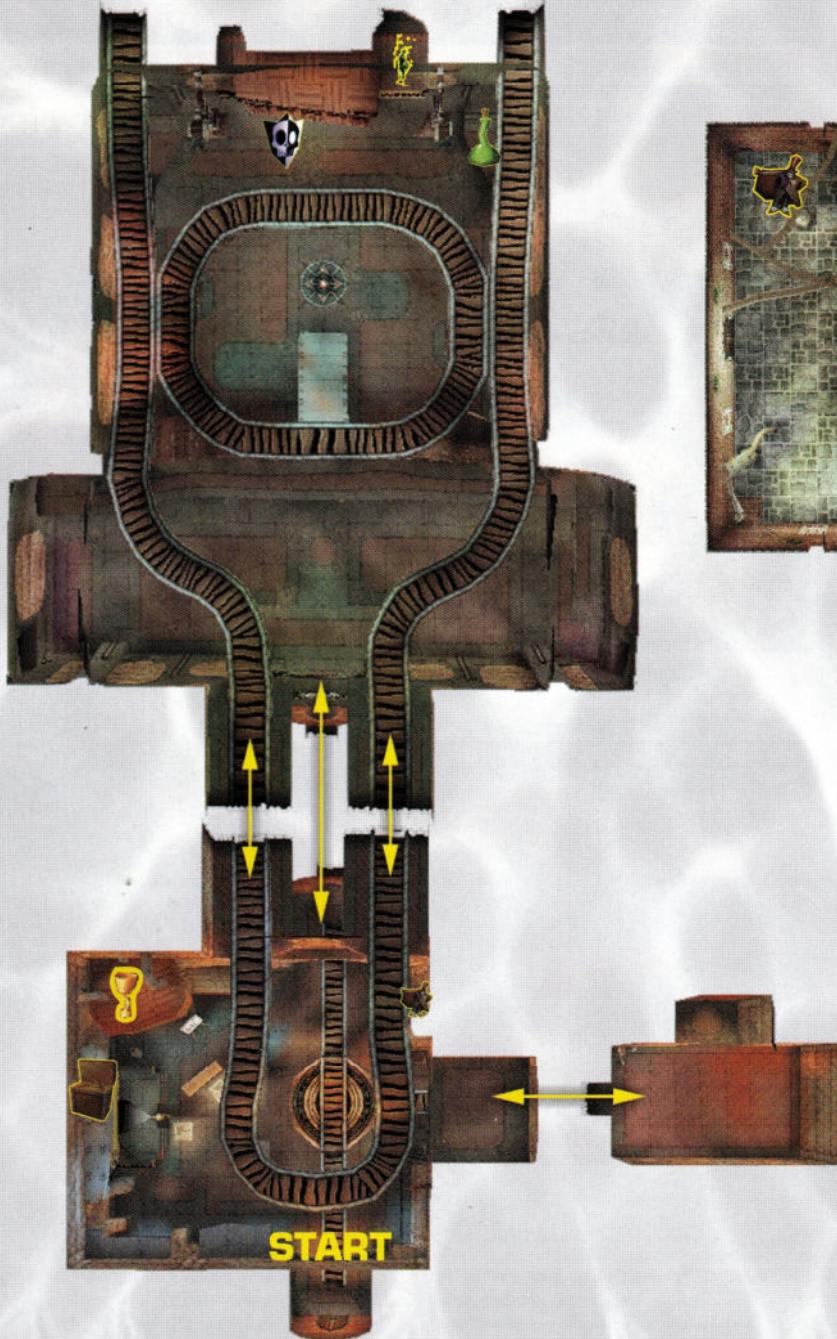


Level 7



Dan-kenstein

Believe it or not, this level takes place within the confines of the Professor's Laboratory. The previously locked doorway to the right is now wide open for you to enter. It seems that Palethorn has made some giant monster to crush us all and the Prof. wants you to collect Limbs in order to build a better monster to pit against that of our nemesis. Luckily, there's no short supply of extremities as the Professor has corralled an array of "experiments gone wrong" in the bowels of the Underground. With only eight minutes to do so, you're going to have to hustle dem bones through the far doorway on the right and fight a disgusting array of limb-wielding freaks for their body parts.



○ New Enemies ○

*Limb Creatures*

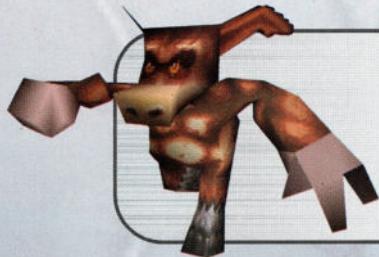
These freakish mutations are all results of the mad Professor's reanimating experiments. The most progress he was ever able to achieve was to bring to life a Limb. But, soon after, these body parts would transform into grotesque creatures and had to be corralled into the bowels of the Underground train station. We need the Limbs off these creatures to build our own monster. To get them, you will have to destroy the creature and collect the Limb left behind. There are six variations of these creatures, each representing a specific body part — right and left legs, right and left arms, torso and the bum — and each body part is deadly in its own right. Legs can kick, arms will punch, the Torso shoots acid and the bum sends out choking flatulence. Either use your Bombs (leave them on the ground or toss them at the creatures) or, better yet, use your throwing Axe.

*Iron Slugger*

The Iron Slugger is a metallic beast created by Palethorn to destroy all of London. Luckily, the Professor got wind of what Palethorn was up to and constructed his own monster. Unlucky for you, the head was damaged due to a clumsy accident and your head is used as an emergency replacement. It's up to you to defeat the Slugger in a last man standing boxing match. This behemoth is undefeated and packs quite a wallop. His punches can literally send your Limbs flying and reduce you to a Limb-less stump if you're not careful. Of course, you've got your own repertoire of moves, which include lefts and rights and highs and lows (■, ●, ▲, ×), an uppercut (R2) and ■, an overhead chop (R1 and ■), a head-butt (● and × together) and blocking (R1 or R2). Your best strategy to beating the Iron Slugger is getting in a few choice hits, blocking his punches whenever possible, and running down the clock if you've taken some major damage. When he's lost a Limb of his own, go in for the kill with an unrelenting combination of different attacks. Eventually, you'll whittle him away to a spewing stump.



○ Old Enemies ○

*Imps*

These obnoxious, pig-like creatures make a return appearance from the original game and are just as annoying. Not only will these suckers incessantly swipe at your legs, they will also steal and play keep-away with your limbs. A charged up Axe is the most effective weapon here.



○ Puzzles ○

Puzzle 1: Make a Monster.

Basically, the goal of this level is to build a monster to contend against Palethorn's Iron Slugger, by collecting a series of body parts, or Limbs, from the bowels of the Underground. These Limbs are attached to a variety of freakish creatures through the doors at the far wall of the Professor's Laboratory and must be attacked and destroyed to detach the Limb from its body. You are only given a short time of eight minutes to retrieve all of the Limbs (two arms, two legs, torso and bum) and have an even shorter time of 20 seconds to return a Limb, once picked up, to the Professor in the room on the right. Unfortunately, there is no set pattern to finding all of the Limbs, as the monsters are constantly roaming the level. Try and remember which Limbs you still need as to not waste time attacking a Limb Creature you've already gotten. The last Limb, the bum, can be found rolling around the train tracks on a rail car.

Puzzle 2: The Chalice:

The Chalice of Souls is quite well-hidden in this level, as you generally wouldn't think to leave the area where all the Limbs are to look for it. Its location is back inside the main area of the Professor's Laboratory, way up on the roof of the small shack in the left-hand corner. After you've filled the Chalice with enough souls from the Limb Creatures, follow the train tracks up and around the front of the room (past the clock on the wall) and back into the main area of the Laboratory. You should now be up high, overlooking the Lab down below. Make your way to the left-hand side of the room and locate the Chalice. When you are right across from it, execute a Daring Dash and a jump to land safely on the roof and claim your prize.





Upon entering the Professor's Lab, after completing Kew Gardens and scoring the Chalice, Winston appears and offers up a set of Bombs.



WHAZZUUP?!?! Inside we find the Professor and Kiya feverishly working away on some new experiment.



It turns out that the kooky Professor is building a monster to take on Palethorn's own and he needs you, my friend, to collect the Limbs. Time's a-wasting as you've got only eight minutes to achieve your goal.



Quickly head out of the room and to the right. The only other set of doors, at the end of the Lab, are now open. Head on in.



This bizarre room houses some mighty strange creatures. Each of them has a single Limb as a major part of their body. Destroy them using either the Axe or your new-found Bombs and the Limb remains.





As soon as you pick up the Limb left behind, you are given a short 20 seconds to high-tail it back to the previous room with the Professor and Kiya and deposit it into the mold.



As soon as you've dropped off the Limb, it's back to the other room in search of more Limbs. Remember to take an immediate right when you exit the room with the Professor and Kiya — we don't have time to waste!



When it comes to the arms and legs, try and remember which one you are looking for (right vs. left). If you destroy a creature and it doesn't leave anything behind, it's because you already have retrieved that Limb.



A couple of things to point out; There's a Life Bottle nestled in the back right-hand corner on the ground floor, as well as a Fountain of Rejuvenation against the far right wall, just above the train tracks...



...and there's a Silver Shield in a chest just to the left of the fountain.



The hardest body part to obtain is the Bum. Head up the train tracks and look for a rail car carrying a winged creature.



On closer inspection, it's definitely a Bum, and getting too close behind it will result in a nose-full of foul flatulence.





Use your Axe in conjunction with the ■ button to throw it at the Burn, following it along the tracks but not too close behind. It will eventually be knocked off of the rail car.



Now, throw your Axe a few more times for the kill... no ifs, ands, or Butts about it.



As you collect the Limbs, you will fill up the Chalice. When it is at 100%, head up the train tracks, past the clock, and back out into the main Laboratory area. Once you deliver the final limb, you can't go back for the Chalice.



Besides the Chalice (which we'll snag in a moment), you'll find The Spiv hanging out in an alcove — stock up on Bombs and the like while you're here.



Locate the Chalice sitting atop a roof in the corner. Make your way over there by jumping from ledge to ledge along the side of the wall, grabbing the Chest of Gold along the way. Now, get back to the task at hand...foot...whatever.



Eventually, you will find all of the Limbs needed to complete the body. Enjoy the short cinema while wiping the sweat off your brow... until you watch, helpless, as the Professor drops the head!



What are we going to do now?! Well, it looks like the Professor has a solution, but I don't think we're going to like it!





The Iron Slugger

Welcome to Fight Night. Lord Palethorn has arranged a "fair" fight between the challenger and our hero, Dan-kenstein, and his champion, the Iron Slugger. Let's get ready to rrr...well, you know.



According to the book, "The Noble Art of Pugilism", a block can be broken with an uppercut by pressing **R2** and **■**, or with an overhead chop by pressing **R1** and **■**.



The Professor quickly explains the rules and leaves us alone with the behemoth. Here's how the fighting works: All four buttons (**●**, **▲**, **■**, **×**) offer up four different punches (left, right, high, low).



You can also execute a head-butt by pressing **■** and **×** together. Sorry — no ear biting allowed.



The **R1** button is used to block high punches to the face and the **R2** button is used to block low punches to the body.



The **L1** button can be used to choose a variety of camera angles — whichever one suits you best.



This won't be a cakewalk, so be prepared to go the distance. The best strategy is to watch where the Slugger's arms are. If they're down, swing high and, if they're up, swing low.



Try and telegraph his punches and know where to block. The difference between losing and keeping your Limbs is being able to accurately block his swings.



My strategy is to get in close, score a hit or two, then back off when the Slugger starts swinging.



The Slugger seems to swing at you in sets of three, with the last punch typically being the most deadly. If he connects with the first two punches, it's a good idea to back away from the third.



You are going to lose some Limbs during the match. Don't fret and try and keep the loss to two per round, since that is all you will be able to recover. If you lose all four, you might end up with no arms the next round.



As soon as the round is over, the control switches to Headless Sir Dan and you get a very short opportunity to get them back. With a mere 20 seconds counting down, use the Daring Dash and your throwing Axe and skirt around the ring.



Those thieving Imps have snatched your extremities! You'll have to get the two Limbs back before the next round starts. If you're too slow, they will toss them back and forth to one another. Make every second count!





The Spiv is here in one of the corners of the arena, but we don't have the time to stop. Plus, you should be completely stocked up at this point.



Your energy will be partially replenished between rounds; the Slugger's stays the same. Hey, we need some kind of advantage here!



If you're taking a particularly savage beating, use the clock to your advantage. Pull back and keep away from the Slugger until the round ends. Keep in mind, however, that the match will end after 6 rounds.



If you lose your head, and thereby the match, don't fret. You'll get the chance for a rematch without having to reassemble the monster. Thank heaven for small favors!



Eventually, if you keep chipping away at the beast, he will lose a Limb himself, making it harder for him to block. You've made a chink in the armor! Body blow! Body blow!



This is your cue to start getting more aggressive. Stay at him longer, land a barrage of punches, and his Limbs will start sailing off. Gonna fly now!



When he's lost all of his limbs, it's just about over. A couple more punches and the Slugger is reduced to a spewing stump. Say goodnight! A stunned Lord Palethorn can only watch as the head of his champion lands at his feet.

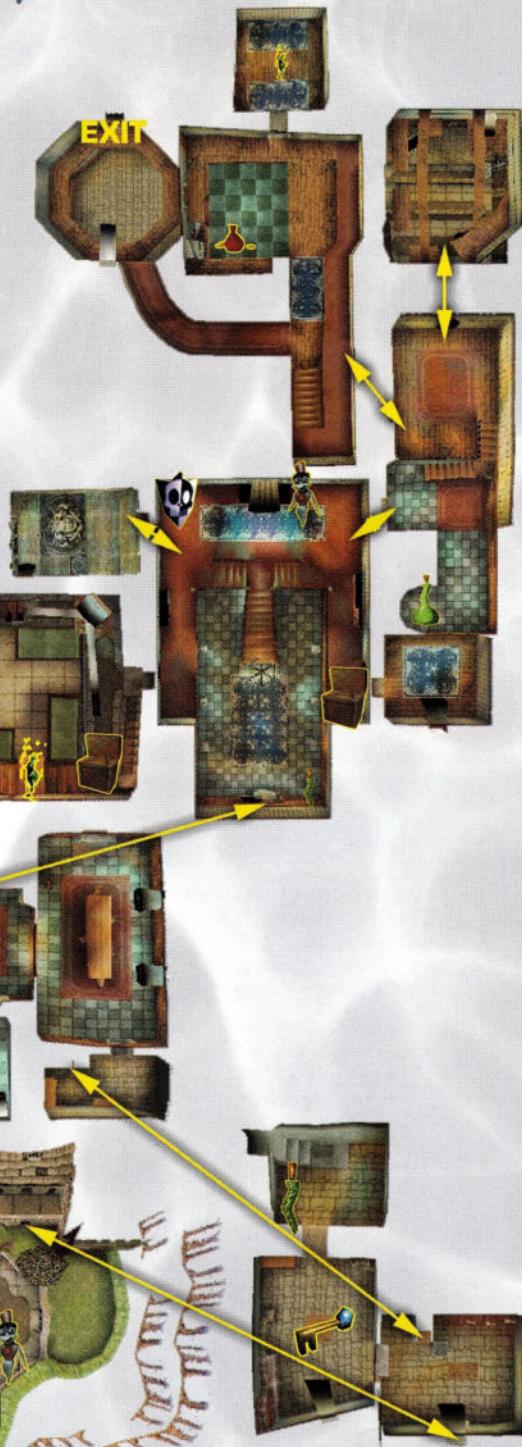


Level 8



Wulfrum Hall

Some very important things happened during the course of last level. Sir Dan, having his head removed and replaced so many times, now has the ability to take it off and secure it on the severed hands scurrying about. This new ability is officially termed Dan-Hand. What this means is, you can revisit any level where you saw a hand, activate the Dan-Hand mode, and then use your small-size to get into nooks, crannies and cracks in the walls that were otherwise inaccessible. You'll find this opens up a variety of new areas to explore and new goodies to grab. Dan-Hand will also come into play as a puzzle solving element in this very level. In terms of going back to the previous levels, see the Dan-Hand section for level-by-level mini walk-throughs. In addition, by securing the Chalice in "Dan-kenstein", we received the "Enchanted Sword". The Professor Tells us that there are two disturbances going on at once — one in Whitechapel and one at Wulfrum Hall. Disregarding your reluctance, the Professor allows Kiya to check out Whitechapel and sends you on your way to Wulfrum. This strange and dark manor is actually a haven for blood-sucking vampires. Luckily, all you have left is your marrow, but that doesn't mean you're safe. Get ready to solve some ingenious puzzles and use the Dan-Hand in a level for the first time!



○ *New Enemies* ○**Renfield**

These disgusting, bloated oafs guard the Vampires during their daily slumber. As caretakers of the Hall, they'll toss Dan-Hand out the window if he is discovered. Although they might not look like it, they can actually put up a good fight. Fortunately, they are no match for your Sword.

**Vampires**

Like the legends say, these nocturnal creatures sleep in their upright coffins during the day. If you accidentally wake them, stay out of their way and they will soon return to their slumber. Since we don't have any wooden stakes or Holy Water, push them or their coffins into the sunlight to cause their flaming demise.

Vamp Girls

These adorable-looking urchins are actually quite evil — they'll go for Sir Dan's throat at the first opportunity, and they'll play with Dan-Hand like a cat toying with a mouse. As Dan-Hand, you must avoid them at all costs. As Sir Dan, knock the girlie Goth groupies temporarily senseless with your Sword and shake them loose if they go for your jugular.

○ *Old Enemies* ○**Armored Knights**

The Armored Knights found in the Hall will attack when they sense your presence. They wield their heavy broadswords with surprising accuracy and take more than a few hits to bring down due to their protective armor.

○ *Puzzles* ○**Puzzle 1: Gain Entrance to the Hall:**

The front door is locked and Renfield won't let you in. Using the Dan-Hands, you've got to make your way inside the open window. Snag the Front Door Key from on top of a table when the coast is clear, use the dumbwaiter to reach the first floor, and hop up crates to a bookshelf to make your way back out a window. Once reunited with your body, you can use the Key.

Puzzle 2: Exterminate the Vampires:

While we're here, we want to rid the house of these blood-sucking creatures. Each room contains at least two coffins, a boarded-up window which must be broken to let the sun shine in, and the means to get the coffins or the Vampires into the sunlight.

- Kind of a Drag!**: The first coffin will go up in flames when you simply break the boards from the window. The second must be dragged into the sunlight.
- A Raising in The Sun**: Break the window covering and simply push the first coffin into the sunlight. Use the small crate to activate the elevator in the center of the room, then push the second coffin over the elevator and onto the crate. Finally, move the crate to the other side of the room and push/pull the second coffin into the sunlight.
- Smashing, Baby!**: Jump across the swinging platforms to find and break the boarded-up window. Move the coffins on the second floor to the edge, being careful not to drag them across any gray floor panels. Push them over, one at a time, and they will break on the floor below. Drop down yourself and push the sets of crates towards the Vampires until they enter the sunlight.
- Up, Up and Away!**: Create an opening in the walled-in area by dragging the large crates back from the entrance. Push the small crate into the area and out the back side, then move it to the left of the opening. Ride the elevator up and break the boarded window. Make your way around the platforms and push a coffin to the ground below. Get back downstairs and have the Vampire follow you into the walled-in area. Push the large crates to block the exit. Get him to follow you once again out the back side. Use the small crate to push him on the elevator, where the Vampire will be sent up to his doom. Watch for flaming, falling bodies. Move the boxes back to "reset" the trap and ride the elevator back up top. Follow the same steps with the second coffin.
- Blueprint for Success**: Check the pattern on the wall of the room with the fountain. Follow the path up to a circular room and break the boarded-up window. Return all the way down below to the coffins. One at a time, move them to the doorway without touching any squares which had a Vampire's picture on them according to the pattern. Push the coffin through the doorway, jump down below and hit the lever three times to fry the Vampire with sunlight reflected from the chandelier. Repeat for the next two coffins.





Before even attempting to enter the Hall, let's visit The Spiv, standing by to the left of us. Stock up on whatever you may need.



The Hall is locked up tight and a Front Door Key is required to get in the conventional way.



Just for kicks, ring the bell to the right of the door. Gee — I bet this guy doesn't even buy Girl Scout cookies.



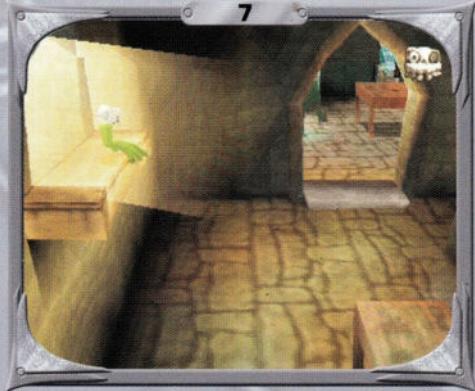
Let's grab that Bag of Gold down in the grassy area to the left of the door. Climb back out and head for the middle of the courtyard.



Position Sir Dan so the blue sphere links him with a severed hand, then place your head on it by holding down the **L1** button and pressing **▲**.



If you jump down into the grassy area to the right of the door, you'll find a small, opened window — the perfect size for your handy head!



Inside, you'll find yourself on a windowsill. In the room to your left is Renfield, devoted servant to all creatures of the night.



He's protecting that Key on the table and we need it to get the rest of our body inside the Hall. Hop down and quickly head under the table in this first room. We should be temporarily safe here.



When you feel relatively safe, use the Daring Dash and zip under the table in the adjoining room where the Key is resting.



If you're too slow, Renfield will grab you and toss you out the window back outside. It's a good thing you're not an insect! If this happens, just hop back over and try it again.



Keep your eye on Renfield. As soon as he heads into the first room, leave your safe haven under the table, jump up on top of it and grab the Front Door Key.



Head into the next room for an Energy Vial. The stairway leading to the opening against the wall is missing a step, so we can't get up there. We're going to need to find another way out.



If Renfield catches us with the Key, he will steal it back and we'll be back at square one. So, first head back under the table where you grabbed the key...



...then dash to the first room and hide under the other table. When Renfield is in the opposite room, sneak out and stand on the floor panel. You've just called down the dumbwaiter.



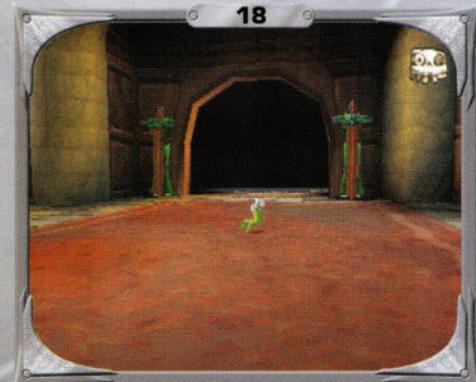
Jump in before Renfield gets us, and ride it up to the next room.



From here, head out through the doorway and you'll find yourself in a dining room. There's a Little Girl running around here, but she doesn't want to play nice. Head under the dining room table to get your bearings.



Look for a large arched doorway to the left of where we entered. When the Little Girl passes it and heads for the opposite side of the table, Dash out through the archway and into the next room.



The front door can be found to the left, but we can't open it from the inside. We still need to find a way out of here.



Head straight across the room and into the next. There's another Little Girl in here, so you have to be on your fingers (toes, fingers, get it?... whatever).



Let's not dilly dally around. Ignore the adjacent room on the right and hop up the two stacks of books against the back right wall.



From here, get on the bookcase, then on to the mantle of the fireplace, then around the next bookcase and jump up to the windowsill.



We're back outside! Go find Headless Sir Dan and put your cranium back where it belongs. We can now unlock the door with the Front Door Key.



Once inside, a group of Armored Knights waste no time in doing battle with you. Break out your Enchanted Sword and take them out.



Head to the room on the left, then to the room to the right. You have my permission to hack away at the Little Girl. While she might not go away, you can at least temporarily stun her.



This is why you want to keep the little rascal at bay — if she gets close enough, she'll hop onto your shoulders and bite away at your neck. Hit the X button rapidly and repeatedly to shake her off.





The reason for coming in here is to snag the Energy Vial in the corner by the window. Grab it and leave.



Head back out into the main area of the Hall and take a look-see at the boarded-up and cemented-over archway. Any of our weapons should be able to break down the boards on the left side. So just do it!



Jump through, lay the smack down on the Little Girl inside, take another Energy Vial, and head on up the stairway.



Immediately above the stairs is another Little Girl, Renfield, Winston, and a chest containing a Silver Shield. Stun the Girl, take out Renfield, grab the Shield, and talk to Winston.



The first doorway we should enter is all the way at the end of the hallway, to the right of the stairs. Take the Chest of Gold outside before going in.



As soon as we're inside, the door automatically locks shut behind you. To make matters worse, you're trapped inside a room with two coffins housing sleeping vampires!



We need to do something, and fast! Everybody knows vampires are vulnerable to sunlight. Let's break down that boarded window and see what happens.



The coffin directly in the sunlight starts to heat up and shake and the Vampire inside bursts into flames.



Even though he's about to expire, he's still super deadly. Stay away from his burning carcass until he explodes into chunks of charred flesh. Ashes to ashes, dust to dust.



The second coffin inside is too far away from the sunlight to be affected by its rays. Let's grab it and push or pull it into the light.



When the final vampire explodes, the door will open and allow you to leave. Head outside, around the stairway and through the now-opened door (next to where the Silver Shield was).



Another room and another set of coffins and Vampires — this one's a bit more complicated. Head over to the opposite side of the room and break out the boarded window.



The first coffin is easy. Push it straight into the light. Burn, baby, burn!



The next is a bit trickier, but we can handle it. First, move the crate in the middle of the room over to the wall with the window, then push it against the platform on the floor.



Now, stand on the platform and it will raise to the next level of the room. If you take too long, the platform lowers.



Push the sleeping Vampire's coffin onto the platform. If you accidentally wake the Vampire up, stay away from him and eventually he'll return inside and fall back asleep.



Once he's on the platform in its raised position, push the coffin onto the crate. Now, all we have to do is push/pull the crate across to the other side of the room...



...then move it over into the sunlight. Two more Vampires down. The door to the room opens, as does another door outside.



Our next destination is the open door all of the way at the end of the hallway, left of the stairs.



This room might look a bit complicated, but the puzzle is actually quite simple. These crates can be moved back and forth. There are two sets of them down here.



There's also a Chest of Gold, as well. Grab it and head up the stairs by the door.



Up top is a much-needed Fountain of Rejuvenation. Soak it up, Bones.



Hitting that bell against the wall wakes up the Vampires. We don't want to do that. Instead, jump across the swinging platforms hanging from the ceiling.



Break open the boarded window across the way, then carefully make your way down to the second level floor below. Two coffins await you here.





Here's what to do: Drag a coffin across the second floor towards the edge. We're going to test gravity by dropping them down to the ground level.



If you push the coffin onto one of the oblong gray panels on the second floor, the weight of the coffin will cause it to sink and activate the bell, waking the Vampires. Avoid them until they return to their slumber.



The falling coffin smashes open on the ground floor, making the Vampire a bit on the cranky side. Let's make him burning mad by pushing or pulling the crates — and the Vampire along with them — until he enters the sunlight.



Repeat this feat with the second coffin. We can now pronounce this room clean. Another door opens elsewhere. Guess where we are going?



Head back out and around the stairway. The first door on the right is our destination.



In here, there's a stairway leading up to the left. The room extends to the right around the corner, as well. Follow it around and you'll find another Life Bottle at its end.



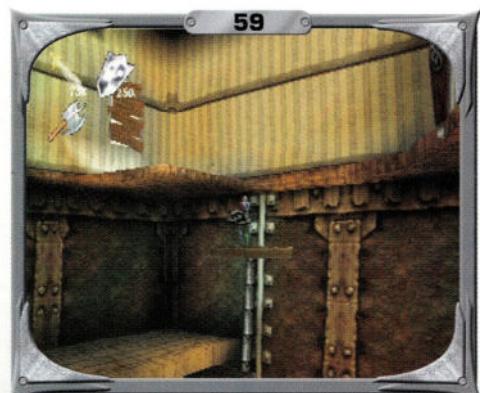
Go back to the entrance, then take the stairs. Hey! It's Renfield again! Didn't we already take care of him once? No matter. After taking him out, head through the open door.



Another Vampire puzzle awaits! The first thing to do is drag the large crate back a bit, in order to create an opening in the small-walled area.



Now, move the smaller crate into the walled-in area, then push it through the far opening. Next, pull it back to the left just a bit to clear the opening and create a path to the elevator.



It's time to brighten up the room. Head over to the right-hand corner and hop on the elevator. Going up!



Up here you'll find a boarded up window. Break it open, then use the DanCam to look around the room. Two coffins are up here as well.



Jump around the perimeter of the room, using the wooden platforms lining the walls. When you reach the first coffin, push it down to the floor. Talk about a rude awakening!



Our objective, as usual, is to send the Vampire up into the sunlight. We're going to need to lure him into the walled-in area by getting close so that he can sense you. Then, as soon as he's in, jump over the large crate and push it towards him to block him from escaping.



Now just lure him into the smaller section, jump over or around the small crate, and quickly push it forward to force him onto the elevator.



He catches on fire off camera above, then comes crashing down, flames and all, to take you with him. I guess he never learned to stop, drop, and roll. Keep your distance.



When Vampire #1 is vanquished, move the crates to reset your trap. Go back up the elevator, push the last coffin over, and repeat the process. With this room cleared, another is revealed. Head back out and let's see what awaits us.





The door to the right just outside is open and waiting. Head inside and take an immediate right.



Follow the path up and around until it comes to a door. Inside, you'll find another Fountain of Rejuvenation and a cryptic picture on the wall.



The picture is comprised of blocks measuring five (height) by six (length). Certain blocks are filled in with Vampiric pictures. Keep this shot handy...we'll be coming back to it in a moment.



Back outside, continue following the path up and to the right. Head through the doorway when you get to the top.



Up here, along this circular path, is a locked door and a boarded-up window. Break down the boards and head back out.



Walk all the way back down to the landing, then down the next set of stairs. At the bottom, you'll find a sloping hallway to the left...



...as well as a coffin-filled room straight ahead. Call me morbid, but let's head for the coffins first, shall we?



This room is comprised of blocks and measures five by six. Seems familiar. Compare with screen 68 above and do NOT drag the coffins onto any of the blocks that have a picture on them. Grab the Bag of Gold before you start.



We'll be dragging the coffins one-by-one into the next room, through the doorway in the middle of the far wall. Dragging a coffin onto one of the forbidden squares will wake the Vampires up.



If you accidentally happen to wake up the Vampires, hop out of the room and wait for them to head back inside their coffins before returning.



When a coffin falls into the next room, it breaks open. Jump into the room with the Vampire and hit the lever along the wall three consecutive times (while avoiding his vicious attacks).



The chandelier in the middle of the room raises with each consecutive lever hit. With the third one, it catches the sunlight, bathing the whole room with its rays. One Vampire down, two to go.



Head out of the room to the left, up the sloping hallway. Take a left at the top and we're back at the coffin room. Repeat the process with the last two coffins and the door above opens up.



Before heading out, don't forget to make your way back to the main part of the Hall (through the obstructed archway) and grab the Chalice of Souls by the front door.



Now, backtrack once again to this area and head up the long pathway to the now-opened door up top. It's time to meet the Count.



See Winston to save your game and get his sage advice. Grab the Chest of Gold in the corner, and stock up ammo and the like from The Spiv.

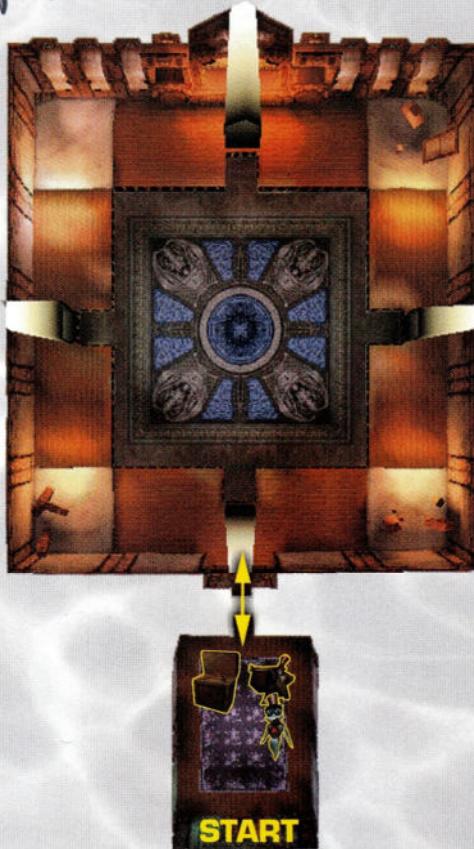


○ Level 9 ○



The Count: Boss

You didn't think that the Renfields, Vamp Girls, and Vampires were the only residents of this house, did you? The biggest, baddest Vampire of them all — the Count — has his inner sanctum here... and we just woke him up! If we want to make it out in one piece, we'll have to figure out a way of vanquishing our vampiric foe.



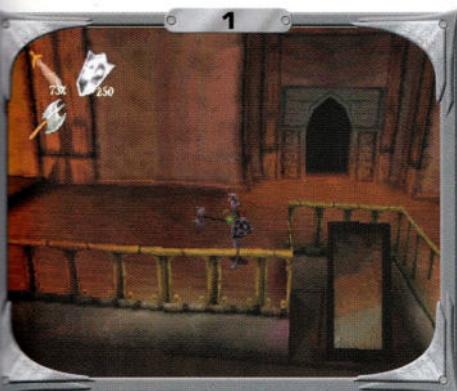
○ New Enemies ○



The Count

He flies. He has super-speed. He calls forth flaming bats and rains down concussion bombs. In general, he's one nasty dude! Like all Vampires, however, the Count has a weakness — sunlight! He also must be pretty vain to keep all those mirrors around — especially if he can't even see his reflection.





We've entered the Count's lair. We might as well hop over the small railing and disturb his sleep.



He's a bit long-winded and overly dramatic, but actually very deadly. Let him ramble for a minute while you prepare for battle.



When he first attacks, he shoots multiple balls of energy at you.



When he's finished with that attack, he will come at you with lightning speed. As soon as he makes his move, that's your signal to execute a Daring Dash away from him.



If you haven't noticed, there are four revolving mirrors in various positions inset into alcoves in the railing around the room.



Here's what we need to do; Quickly choose any mirror and use a weapon to position it so it's facing forward.



Stay in front of the mirror and wait for the Count to shoot his energy balls at you.



As soon as he does, move out of the way. The energy ball will be reflected off the mirror and back at him. Score one for the good guys!



His next wave of attacks include flaming bats...



...and concussion bombs that explode when they hit the floor. You should avoid both of these. Sometimes he will shoot combinations of both.



Use the Daring Dash constantly and you should be okay. When the Count heads back to the middle of the room and starts summoning energy, that's your cue to get back in front of a mirror and repeat the process.



After a few hits from his own energy attacks, the Count looks like his blood-sucking days might be numbered. His screams of frustration cause the boarded up windows around the room to break open.



But, alas, he's only just begun to fight! Once again he will lunge at you with super-human speed, and he'll send out a barrage of bats when he strikes.



We have to somehow harness that sunlight and blast the Count with its rays. Go to any mirror and, while avoiding his attacks, hit it a few times to position it upwards. It will catch the sun and reflect it toward the roof.



One mirror in place, three to go! Make your way around the room, repeating the process and avoiding the Count. You need to be quick!

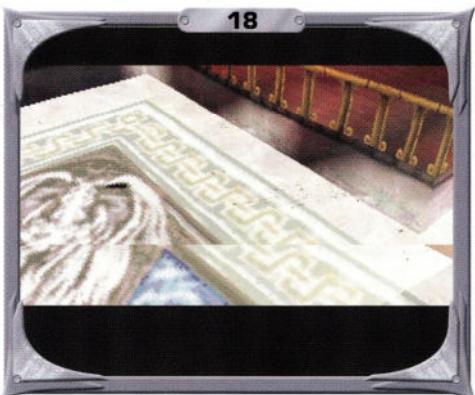


If you take too long, he will summon enough energy to change the positions of all the mirrors back at the same time. Bummer! We're going to have to start over.





The Count will also utilize some of his other attacks from before, such as the concussion bombs and flaming bats. His attacks can also knock the mirrors out of whack.



Make quick work aligning the mirrors and, when all are reflecting the sunlight, their combined streams come together and hit the chandelier hanging from the room. The chandelier then reflects it back down to the floor, bathing the whole room in sunlight.



The Count combusts into flames and takes some serious damage in the process.



Unfortunately, he's still strong enough to shrug it off, sending the mirrors spinning and cutting off the rays of sunshine.



He's a little more aggressive this next time, but don't be discouraged. Repeat the process and reposition the mirrors while avoiding his advances. Daring Dash from one to the next.



Eventually, you will have them all in the correct positions again. That's all it takes to reduce the Count to a pile of ashes.



Job well done! Fortesque deserves a little R & R time himself, don't you think?

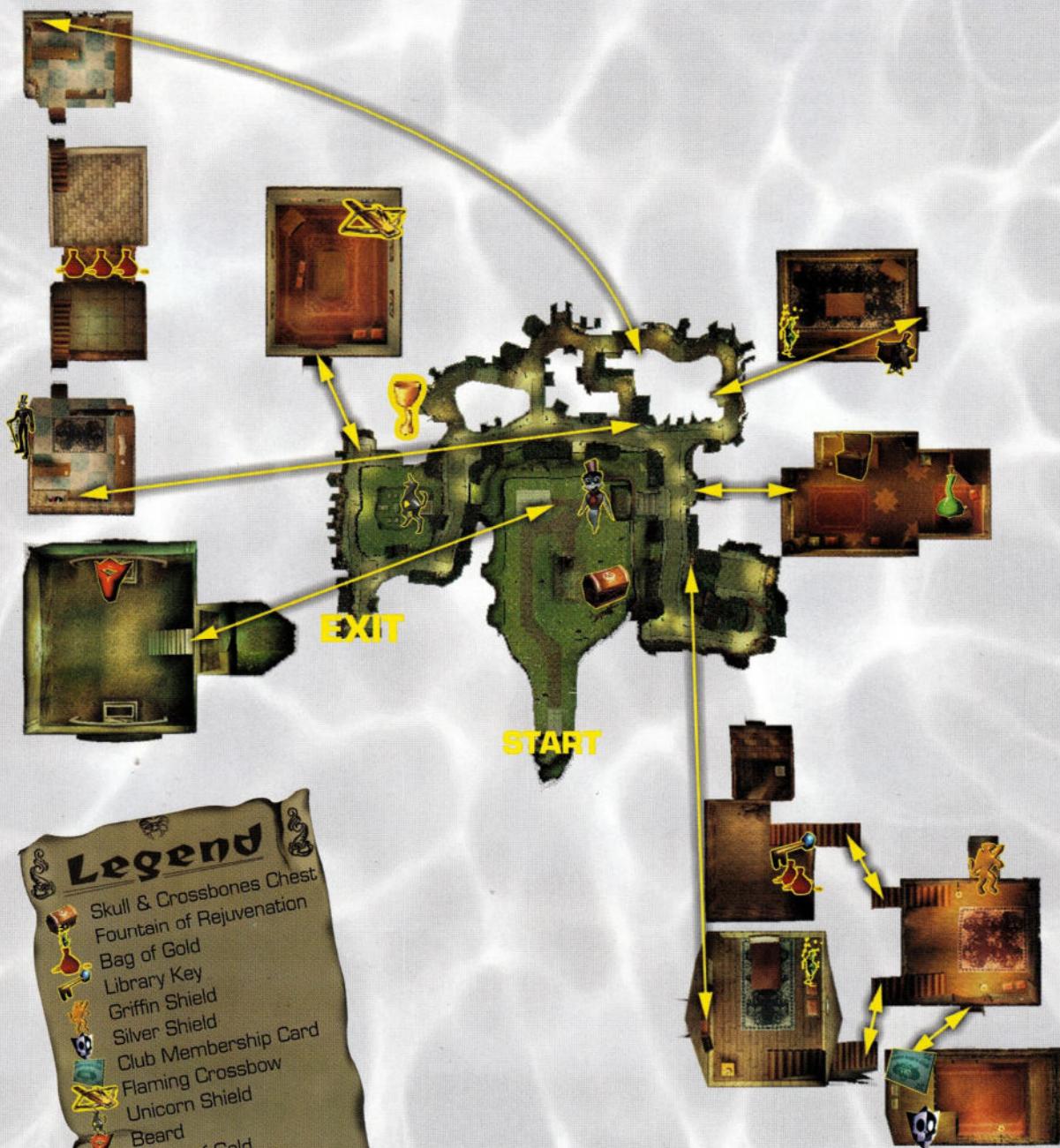


Level 10



Whitechapel

The Professor remorsefully reveals that Kiya has disappeared somewhere in Whitechapel. We knew she shouldn't have gone — it's extremely dangerous out there! As usual, it's up to us to save the day and rescue her from the evil lurking in the streets. Grab the Lightning in exchange for the Chalice from Wulfrum Hall, then listen to the mission briefing. According to the Prof., something powerful has been collecting magic energy here and we should watch our back. Thanks for telling us something we didn't know! Besides locating Kiya, be prepared to have a run-in with the local Peelers (that's police to us "Yanks"), find a disguise in order to sneak into a "Gentlemen's Club," and ultimately have a close encounter with Jack the Ripper himself. Let's get going!



○ New Enemies ○

*Jack the Ripper*

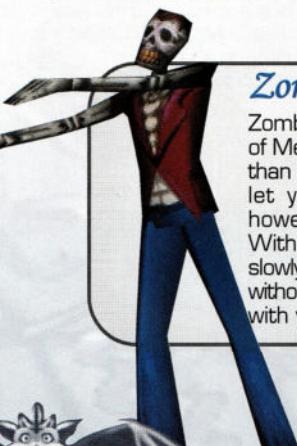
No wonder they never caught this guy! This is no ordinary bloke, but a monstrous beast with sharp, fearsome claws. Our encounter in this level does not give us the opportunity to fight him and, judging by his looks, perhaps that's a good thing.

Peelers

Acting quite a bit like the Keystone Kops, these chubby Peelers are on the look out for Jack the Ripper. If you get too close to them, they will start swinging away with their billy clubs. Peelers will whistle for back-up until you find yourself surrounded. You don't mean them any harm, but you won't let anyone stand in the way of your locating Kiya. Use Lightning on them to temporarily stun them, and Daring Dash to avoid their pursuit.



○ Old Enemies ○

*Zombies*

Zombies are found throughout the world of MediEvil II and are more of a nuisance than a threat. This doesn't mean you can let your guard down around them, however, as they are surprisingly fast. With each slash of your sword, you will slowly dismember them. Watch out! Even without limbs they will still try to butt heads with you.

○ Puzzles ○



The entire level revolves around your gaining entrance to the Club where Kiya was last spotted. In order to get past the doorman, you'll need three items: a Club Membership Card, a Beard, and a change of clothing.

Puzzle 1: Obtain Club Membership Card:

Use the small crate at the dead-end past the Club to reach the boarded windows. Climb up and onto the roof and enter the building through the upstairs window. Head down to the basement and break the crates to obtain the Library Key. Back on the ground floor, use the Library Key to open the door. The Club Membership Card is on the second floor of the Library, up a small ladder.

Puzzle 2: Obtain Beard:

You must first obtain the Griffin and Unicorn Shields. The Griffin Shield is in the same building (Isibod's residence) as the Library. In the cellar where you found the Library Key, use Dan-Hands to enter the opening to the coal chute. A switch on the floor will open up a secret room behind a bookcase on the ground floor. Inside you'll find the Griffin Shield. The Unicorn Shield is hidden near Isibod's monument. Step on the switch to turn on the lanterns, then rotate them with your Sword so that they all face the center prism. Use the switches near each lantern to change their colors. One must be blue, one red, and the other green. A secret compartment will open at the back of the statue containing the Unicorn Shield. Take both Shields to the Crypt near the Chapel at the start of the level. Select them from your inventory and the door will open. Head on inside. After defeating the Zombies, you'll have to defeat Isibod's reanimated corpse. When you do, you'll find his Beard inside the sarcophagus.

Puzzle 3: Obtain Clothing:

The door to the tailor's shop is locked from the inside, but there is a back entrance. Head through the cellar inside the back of the pub, destroying the crates which block your way. Once inside the tailor's shop, enter the changing room and Sir Dan will automatically exit wearing a fine suit.





Welcome to Whitechapel. Not a very friendly looking place, is it? That's because the city has been plagued lately by a series of grisly murders. Hopefully, Kiya will be alright.



As we head into the cemetery area, a welcoming committee of Zombies arises from the ground to greet you. Introduce them to your Sword. You can either take them out one by one...



...or else you can use the Skull and Crossbones chest to the right of the not-so-white chapel to take a group out at once. Your choice.



When the threat has been neutralized, have a look around. The crypt in particular seems interesting. It looks like two shields have been removed. We'll come back here in awhile.



The last thing we need is more trouble.

Talk to Winston before leaving the cemetery through the arched doorway. He tells us that Kiya was last seen going into a nightclub. That's just great — we're off fighting Vampires, and she's club hopping!



As you head down the stairs, you'll see the club straight ahead. A doorman stands ready to prevent our entry. Unfortunately, we've also attracted the attention of the town's Peelers.



These Keystone Kops blow their whistles to call for reinforcements. They can't be taken out with our sword, but you can temporarily stun them using the Lightning.



Our best bet is to use the Daring Dash and evade the coppers. Head to the right as you face the Club, following the street around to the left until it comes to a dead end.



No, we don't need to ask for directions. We do, however, need to dispatch with the Zombies lurking about.



After you've taken care of business, check out your surroundings. You should see boarded-up windows on the wall ahead. Push the small crate directly under the windows and you'll be able to climb them like a ladder.



Walk across the roof, admiring the ornate iron railing, and carefully drop down to the balcony. An open window here will allow us to enter the building.



Inside the bedroom you'll find another Fountain of Rejuvenation. Use it if you need to, then head downstairs.



The door to the Library is locked, and we don't yet have the key. There is another set of stairs leading down, however, so let's check that out.



Smashing the crates down here reveals two Bags of Gold and the Library Key. Most people would have just hidden the key under a doormat. Before we go back upstairs, you should note the disembodied hands running around.



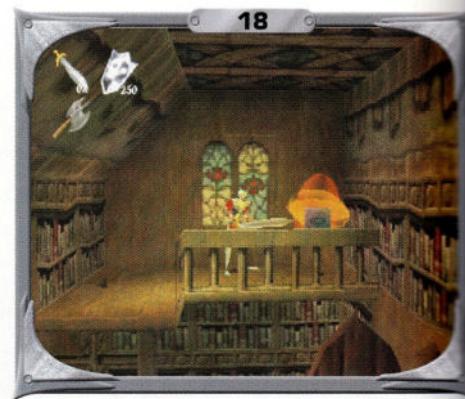
You guessed it — take your head off and place it on one of the hands. Now, head through the tiny opening in the wall.



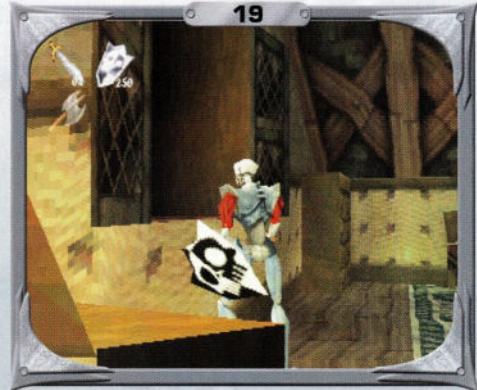
You find yourself in some sort of coal bin. A switch on the ground opens up a secret bookcase door in the room upstairs. Hit the switch and head back to Headless Sir Dan to be reunited with your body.



Run up the stairs and retrieve the Griffin Shield from the secret room behind the bookcase. Now, use the Library Key to open the door.



A chest to our right can be smashed open for a Silver Shield. Climb the small ladder to the second floor to obtain a Club Membership Card. Before leaving the Library, you might want to read the pedestal book downstairs for a clue.



We have to leave the way we came in, so head upstairs and exit through the window to the balcony. Drop down here and you'll find the Club next door to the right. How could Isibod get any reading done living next door to a club?



*That's not your card, is it sir?
You haven't got a beard!*

With the Club Membership Card in our possession, we're sure to be let in, right? Nope! The doorman notes that we haven't got a beard (and we will eventually need to meet their strict dress code). Pass the Club and take a right turn at the intersection.



The cobblestone path winds around to the left. Immediately after the curve you'll notice an open doorway. Perhaps we can seek shelter inside until the heat dies down.



The Spiv is inside here. You've probably got enough ammo, but you might want to use his services to charge your sword. There is also a Fountain of Rejuvenation inside the room. I could use a nice shower about now, couldn't you?





Take a left turn out of the building and continue down the street and around the next corner. Not only are the Peelers still after us, but there are more Zombies here. Slice and dice 'em with your Sword, or use the Lightning.



Up ahead, you'll notice an open doorway on the left under a sign with a green bottle. Ah-ha! The universal sign for alcohol! I think we should stop off at this pub where everybody knows our name.



Unfortunately, there is no bartender to serve us. I guess that ale will have to wait. However, there's a doorway to the cellar which looks promising.



Downstairs you'll find a bunch of crates blocking the opening. Breaking them with your Sword reveals three more Bags of Gold. Grab the loot and walk through the opening and up the flight of stairs ahead.



We appear to be in some sort of boutique. The front door is locked, but the curtain to the dressing room is open. Perhaps changing our attire will help us avoid the Peelers. Enter the dressing room as Sir Dan, skeleton knight...



...and exit as Sir Dan, the dapper looking gentleman. You can change back and forth, but when you are ready to enter the Club you'll need the suit. The front door has now been opened for us, so head outside and take a right.



The Peelers seem to ignore us in our business attire, so long as we don't do anything rash in their presence.



The book in the Library told us about a statue of Isibod. Let's try and find it. Follow the cobblestone path all the way to the end.



The path heads to the left around a small park. Follow it, then head right when you reach the intersection. Straight ahead is an open doorway. Duck inside.



The chest inside contains a Flaming Crossbow. Seems like we find something new every place we go, doesn't it? Add it to your inventory, then head back outside. Continue to your left until you reach the park entrance.



A handful of Zombies will attack as you enter. Use your Sword to make quick work of them, then head to the center of the memorial.



There are three lights and a prism just behind Isibod's statue. If you stand on the small square stone with the flower pattern, the lanterns will turn on. You'll notice that they are all pointing away from the prism, however.



Let's rectify that. Head to one of the lanterns and strike it with your Sword until the light hits the prism, reflecting back on the statue.



There are smaller stepping stones near the lanterns. Walking on one will rotate a color wheel in front of the beam, from red to green to blue. Use your Sword on another lantern to aim it at the prism, but make it a different color than the first.

37



Approach the final lantern and use the Sword to aim the beam at the prism. Step on the small stone switch near it to change its color. You'll want each lantern to be a different color: red, green, or blue. It doesn't matter which is which.

38



With all lanterns in place, a white light shines on Isibod's statue and causes a secret panel to open up. Inside, you'll find the Unicorn Shield. Take it and quickly leave before the Peelers wonder what you are up to.

39



As you head back towards the Club area, note this giant door at the end of a small intersection. This will be our final destination. I'm just pointing it out to you now, okay?

40



Make your way back down the cobblestone path. As it starts to turn to the right, you'll make out a tiny alleyway straight ahead past a streetlight. Inside an alcove on the left side of the alley is the Chalice. Let's grab it!

41



By the way, if you happen to see a bunch of rats wandering around, don't hesitate to use your Sword or Hammer on them. Each rat you kill awards you with a single gold piece. We won't get rich as an exterminator, but every bit helps.

42



Turn around and head back to the main path. Take a left out of the alley and follow the cobblestone street straight ahead, past the tailor's shop on the left. Take a right at the intersection where you see the Club.

43



We're going back to the crypt we saw earlier, so take a right and head up the stairs across from the Club.



Stand directly in front of the crypt and select the Griffin Shield from your inventory. It will appear on the front wall. Do the same with the Unicorn Shield. With both Shields in place, the crypt door opens. Let's enter.



Get ready for some serious swordplay! A gaggle (or is it a flock? a herd? I can never remember!) of Zombies will rise from the ground and attack.



When the first set of Zombies has been defeated, the sarcophagus opens and out pops Isibod himself. Unfortunately, he doesn't seem very happy about being resurrected. Both he and a second group of Zombies will attack.



You've got to fight off the seemingly endless supply of Zombies, while getting a few hits in on Isibod as well.



If you jump up onto the sarcophagus, you will be able to slash at Isibod while remaining mostly out of harm's way. Use the Lightning in combination with the Sword to take him out.



When Isibod goes down for the count, you'll be able to obtain the Beard from his coffin. Grab it and the door will open. Leave the crypt at once and head straight to the Club.



With the Beard and the Club Membership Card, not to mention our fine-looking suit, the doorman has no choice but to let us inside.





I don't know what the big deal outside was - the place looks empty! There is a Chest of Gold hidden behind a small counter. Take it and head to the back of the Club where you can see a woman waiting.



Madam Jo Jo explains that Jack the Ripper has been carving up her employees. She also tells us that Kiya went after him on her own. Oh no! Before we head to her rescue, the Madam hands us a Life Bottle.



Take a right out of the Club, then an immediate left at the intersection. We're heading back towards the cemetery. I hope we can make it in time!



Head left at the next intersection and go through the open doors. The blood on the ground doesn't bode well...



Kiya is up ahead in the distance but, before we can reach her, the monstrous Jack the Ripper impales her and then flees into the night.



No!! Kiya dies in our arms. Poor Sir Dan! If there's a heart in that skeleton of his, it's now been broken.



Back at the Lab, the Professor expresses his sympathy momentarily, then asks us to check out another disturbance. We'll have none of it. Sir Dan is through with all this hero business...

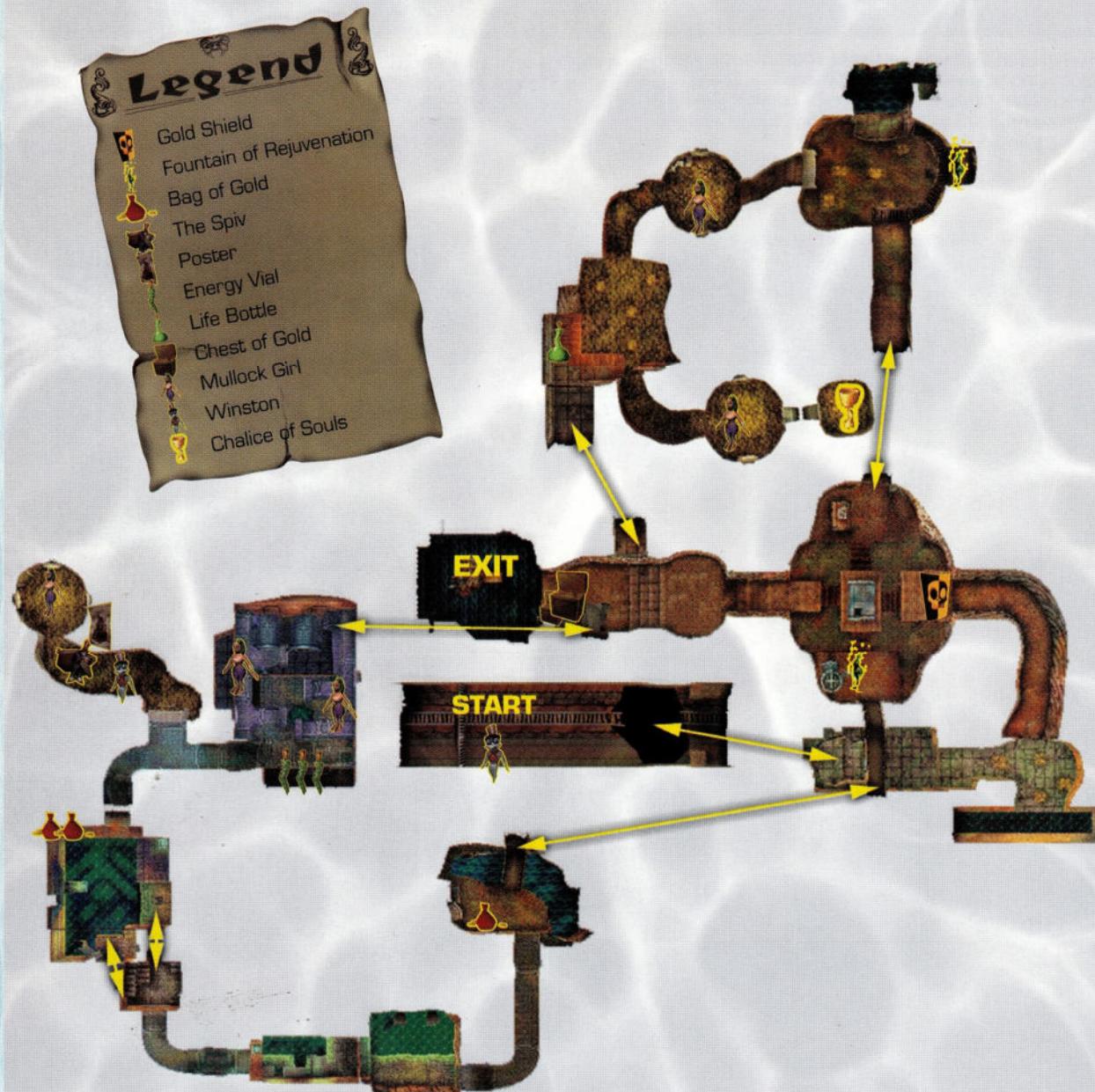


Level 11



The Sewer

Where do broken-hearted skeletal knights go? In Sir Dan's case, he's going to disappear from the human world by entering the London underground sewers. Little does he know that there is an entire race of beings already dwelling here in the shadows — the Mullocks. He also has no idea why he is apparently worshipped by these creatures as some sort of god, but he'll soon find out that the Professor has been less than forthcoming with him. Although, on a positive note, he does have Winston give you the Blunderbuss — in exchange for the Chalice from Whitechapel.



○ *New Enemies* ○**Tentacles**

These worm-like creatures inhabit several tunnels in the underground, using female Mullocks as bait for their prey. They have lots of sharp teeth and are capable of shooting energy, but when they stretch out of their hiding places they leave themselves open to an attack.

○ *Old Enemies* ○**Octomators**

And you thought you had seen the last of these green-headed, parasitic monsters! They abound in the underground as well, taking over the bodies of both Mullocks and their flocks of Sewer Rams. As before, they've got to be knocked free of the host body before being destroyed.

○ *Puzzles* ○**Puzzle 1: Traversing the Raised Pipes:**

As Sir Dan, you'll come to an area of water with a ladder just out of reach. Using the Dan-Hand, enter a hole in the wall in the previous room by climbing a stack of boxes. Walk inside of the small piece of pipe which is touching the ledge. Now, switch back to Headless Sir Dan and give the nearby lever a whack. This will cause the overhead pipes to change positions. You'll need to whack the lever until a pipe falls in beside the pipe carrying Dan-Hand. Now, switch to Dan-Hand and scurry to the end of the next section of pipe. Switch back to Headless Sir Dan and whack the lever. Repeat this process until you can reach the opposite side of the room with the Dan-Hand. Standing on the corner switch will lower all the pipes, providing a footing for Sir Dan to reach the ladder.





Winston, the Help Ghost, manages to find us and gives us a new weapon, courtesy of the Professor—the Blunderbus. We'll take it anyway, but we're not planning on doing the Professor's bidding any longer.



There's only one way from here — down! Swat the rats with your Sword if you really need a few extra coins (or if you just hate rodents), then drop down into the darkness.



A strange-looking creature called a Mullock seems to be beckoning us to follow him. He looks harmless, so we might as well see what he wants (Better equip your Hammer just to be on the safe side, though).



Up ahead a group of these little guys is trying, unsuccessfully, to rein in their beast of burden. As you approach, it lurches at you. There's the problem! It has an Octomator on its head!



You remember these parasites from a few levels ago? You've got to use a weapon such as the Sword or Hammer to knock it off its host body, then destroy the green bugger before it has a chance to attach itself to someone else.



Don't worry about hitting the Mullocks or their Sewer Rams while possessed—your blows will only stun them. Just be careful not to stand in front of the animal while trying to free it. It isn't called a "ram" for nothing.



When the fierce battle is over, one of the Mullocks opens a large door and motions at you to follow him. Sounds good to me.



Inside the next chamber, you encounter a large statue of yourself. But how is that possible? And why is the Mullock King bowing down before you?



We have lost the taste for battle and the will to live.

It seems that some creature has stolen the tribe's women. The King is asking for their "one-eyed god" to help. What are you gonna do? It's not like you've got a busy social calendar right now anyway.



Before setting out on your quest, break open the chest near the King's hut. Inside you'll find a Gold Shield. This Shield is more powerful than any you've come across before, but you'll need to use The Spiv to recharge it from time to time.



Take the walkway to the left of the King's hut across to the center structure. Walk around to the far side of the structure. Another wooden bridge leads to a Fountain of Rejuvenation. Let's soak up some juice.



Continue through the doorway, past the fountain and over the bridge. On the other side you'll encounter two Mullocks... possessed by Octomators!



Once again, use your weapon to knock the Octomators off their host bodies. When they are clear, smash them with a Hammer. You might also try to use a projectile weapon such as the Blunderbuss to nail them from a distance.



When the Octomators are dead, and the Mullocks stunned, take the Bag of Gold in the corner and exit the room through the octagonal doorway opposite the bridge.



The pipe leads to the right and drops you off in a room partially filled with water. There is a small hole in the closed door ahead, as well as a pair of severed hands. Are you thinking what I'm thinking?



Remove your head and place it on the hand. Just then, at the worst possible moment, two more Octomators choose to attack! Don't just stand there!



You can either retrieve your head in a hurry, or you can switch control to Headless Sir Dan. Either way, you've got to destroy the green parasites quickly. Remember, if they take over your body, press the X button rapidly to escape.



When the coast is clear, try it again. Use the Dan-Hand to enter the hole in the doorway. The next room features a set of pipes on the left and some deeper water on the right. Jump across the pipe pieces to the ledge on the other side.

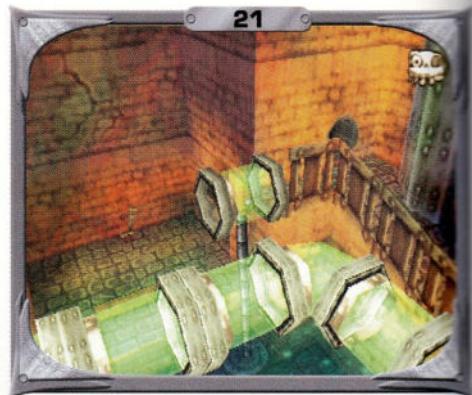




Activate the switch button here by placing your hand on it. The closed door will now open. Rather than walking back, switch control to Headless Sir Dan, then maneuver him back into this room. Retrieve your head, then move on.



In the next room, you'll see a stack of boxes with a narrow pipe entrance above them. Switch to Dan-Hand once again, then climb the boxes and enter the hole.



You'll end up on a ledge overlooking some more water. A bunch of tubes are suspended here, but they are not connected. Enter the small piece of tube right next to the ledge, then switch back to Headless Sir Dan.



While headless, enter the doorway into the next room. When you come across the lever, strike it with your weapon. Now, watch as the tube pieces change position. We're going to alternate back and forth to help Dan-Hand across.



Switch to Dan-Hand mode and walk to the far end of the tubing section which is now connected. When you can go no further, switch back to Sir Dan and hit the lever again. If a tube doesn't fall into place ahead of Dan-Hand, hit the lever again.



Switch back to Dan-Hand and once again walk to the far end of the now-joining tube section. Eventually, you'll be able to get Dan-Hand safely onto the ledge on the other side. Now, jump on the switch in the corner.



When the pipes have fallen into the water, drop off of the ledge and reunite with your body. Now, walk Sir Dan over to the end of the pipe, using it to jump up and reach the ladder on the wall. Climb up to the ledge.



There is another set of ladders here. Climb up to the next ledge but, before entering the large pipe, continue walking along the edge until you pick up the two Bags of Gold. Okay, now you may enter the pipe.



Take the first left out of the pipe. We'll momentarily lose control of Sir Dan as he goes off to talk with Winston. He also finds The Spiv in this same area. Our grunting friend gives us a Poster. We'll find out what it is later.



28



When control returns, stock up on any ammo you might need. He will also recharge your Sword and Gold Shield (for a fee). Before we go about our merry way, let's investigate the screaming which is coming from the room behind Spiv.

29



It looks like we've found one of the Mullock females. But, as we approach, she is whisked away from us. We're now under attack from a Tentacle which reaches at us from one of the three pipe holes in the wall.

30



Equip your Sword and move back towards the doorway. Get ready to use the Daring Dash to sprint towards the hole where the Tentacle is about to come out from. We're going to stand right beside the opening and hack away.

31



Oops! I forgot to mention that the Tentacle fires energy balls as well. So we definitely can't stay in any one place for very long. Use the Dash to continue moving around the room. Try to catch the Tentacle from the side.

32



After a few good whacks, the beast will die and the female Mullock will be set free. She runs off to re-join her tribe. What, not even a kiss of gratitude?

33



Head back into the main tunnel and take a left turn. The pipe will open up on the left side. Carefully jump out of the main pipe and land on the top of an adjacent one.

34



Now, jump straight across to another set of pipes where a Mullock female is being wriggled enticingly. You're not gonna fall for that one again! Pass the hole in the wall and get ready to slash the Tentacle when it reaches out at you.

35



If you fall down below, and survive, you'll be able to climb back on top using a ladder. First, however, you've got to rid the area of a group of pesky Octomators.

36



Since there are no hosts here (except for you), you can pick them off from afar with a Flaming Crossbow, or else run after them with your Hammer and squash them but good.





A small raised platform off the ground floor hides three Energy Vials behind a control panel. You'll probably need them.



There is an exit out of a ground floor pipe that lets you get back to the main cavern quickly. However, we don't want to leave before rescuing the females.



Tread carefully on top of the pipes and hack away at the Tentacles one at a time as they attack. They are fairly easy to vanquish since they are stuck on one side of the room or the other.



That's three saved, two more to go for those of you keeping score at home. Now, carefully head down to the ground floor and exit through the pipe on the wall underneath where you first entered.



You can walk off this ledge — trust me! To the left is our eventual exit from the sewers, but we cannot cross the water yet. Take a right and head back into the main cavern.



You'll notice that, over to the left, the rescued females are already fraternizing with the males. Absence makes the heart grow fonder, as they say. Ignore the lovebirds and head through the passage beyond the King's Hut.



When you reach the fence, take a right. A short jaunt down the walkway lies another Fountain of Rejuvenation. Refill your energy and continue on downward.



Looks like you've found the corral where the Mullocks keep their Sewer Rams. Unfortunately, it looks like the Octomators have also found it ahead of you.



Use your Hammer or Sword to knock the pernicious parasites off their hairy hosts, then destroy them. Careful not to get in front of a possessed Ram or you'll be on the receiving end of a vicious head-butt.





Speaking of which; we'll need to get a Ram to break open the doorway which is blocked by rocks. Wait until one stops to feed directly in front of the blockage, then smack it on the butt with your weapon.



Head through the doorway once the rocks have been cleared. It's another room with a Tentacle inside. As before, stand near the opening the Tentacle is coming out of and slash at its neck until it is dead. One more female freed.



The opposite doorway leads to another corral. This time there are a couple of Mullocks here with the animals. With so many potential hosts, it's going to take awhile to get the Octomators removed. Try to isolate them and concentrate on one at a time.



When its all clear, smack another Ram to clear a passageway into the final Tentacle lair. Once again, use the Sword to slash the body of the beast as it reaches out of a hole. That's the final female we needed to rescue.



But wait! There's more! See the disembodied hand? Lose your head and give it to the hand. Enter the center hole and grab the Chalice.



Now, return to the stable room and climb the ladder up and over to a Life Bottle. Turn around and head through the passageway.



We still can't cross the water yet, so take a left back up the flight of stairs into the main chamber.



When you get there, a celebration is already underway. The Mullock King thanks you for your services, and transports you back to the water's edge.



Your payment — two Chests of Gold — is waiting for you here. Now ring the bell. When the boat arrives, climb aboard. We're expecting you. It's time to confront the Professor and your destiny.

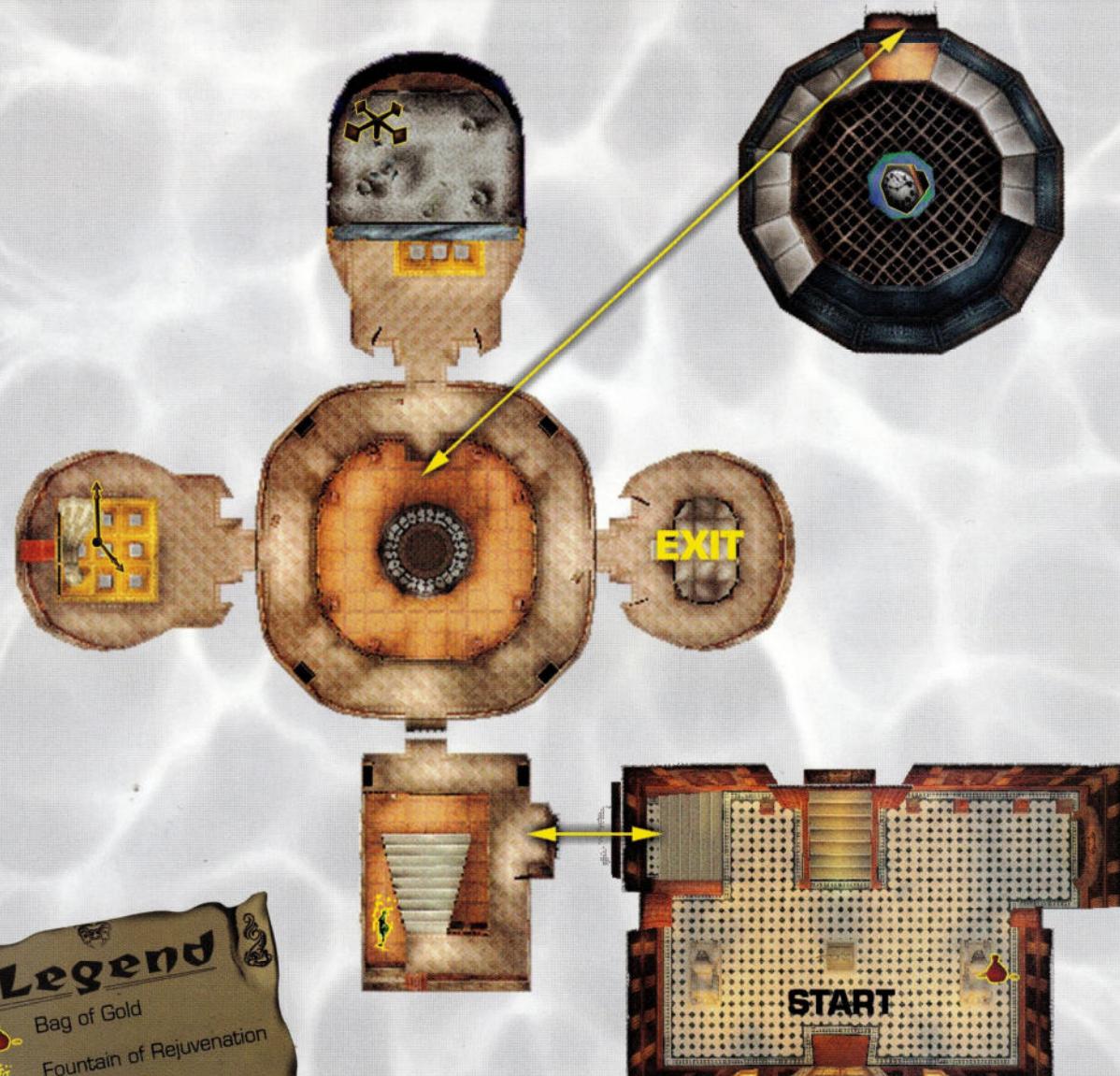


• Level 12 •



The Time Machine — Museum

Armed with a strange poster, and the knowledge that he has somehow been a hero to the Mullocks in the past, Sir Dan returns to the Laboratory to confront the Professor. He soon learns that Palethorn was a former colleague of the good doctor, and that the Professor had indeed been experimenting with a Time Machine. If we could utilize it, we could go back in time and rescue Kiya before Jack the Ripper killed her. According to the professor, he never actually got the machine to work — but that's not going to stop us! And, if you collected the Chalice from the Sewer, Winston will aid your effort by giving you the Magic Sword.



○ Old Enemies ○

Armored Knights

The Armored Knights found in the museum are typically encased in glass displays but will break loose when they sense your presence. They wield their heavy broadswords with surprising accuracy and take more than a few hits to bring down due to their protective armor.



○ Puzzles ○



Puzzle 1: To The Moon:

Use Dan-Hand to enter the lunar display through the crack in the glass. Stand near the rocket ship in the corner, then switch control to Headless Sir Dan. Outside the display are three buttons. Stand on one and an alien will rise up from one of the craters and start firing at Dan-Hand. Quickly switch back to Dan-Hand and jump as soon as you hear the alien make a sound. The shot will hit the rocket, destroying a stage. Repeat this with the other two aliens. When all three stages have been destroyed, a Time Machine Piece will be given to you.

Puzzle 2: Blow The Celestial Horn:

The instrument will automatically play a sequence of three notes, causing the buttons on the floor to light. Watch and listen carefully, then walk over the buttons in the identical order. After every successful recital, another note will be added until the tune becomes a sequence of eight notes. If you can successfully copy the tune, a Time Machine Piece will be given to you.



Upon returning to the Laboratory from the Sewer, you find the place strangely quiet. Then you notice that the door to the Professor's office is ajar...



Confronting the Professor, you learn of his former ties to Palethorn and his unsuccessful Time Machine experiments. He claims that the machine never worked, but you're not going to give up that easily. We're outta here!



Recognize this place? You should. It's the very Museum where we started out on our adventure. Winston appears and provides you with a weapons upgrade — specifically, a blue Magic Sword.



Search the room, snagging the Bag of Gold hidden behind the lion to your left. Looks like there is only one door leading out. Head down the short flight of stairs and out the exit.





Heads up! Upon entering the next room you are immediately set upon by two Armored Knights. They look slightly more dangerous than before, but they can still be easily dispatched with by using your Sword.



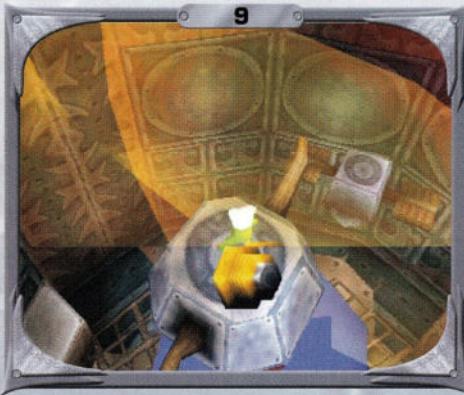
Take the stairs all the way down to the ground floor. At the bottom, turn to the left and seek out the Fountain of Rejuvenation in the corner before entering the "Earth" exhibit room on the ground floor.



Inside this next area is a large cylindrical display. Sir Dan cannot enter, but I bet that your hand can fit in the small hole near the pedestal book. Let's give it a try, shall we?



Once inside, make an immediate right and follow the steps up the side of the wall. When you reach the top, stop and hitch a ride on a passing satellite. You can ride on the solar collectors or the center "target" area.



Stay on the satellite as it circles the globe. Another satellite will come into view from the bottom of the screen. Jump over to it and ride it up to the top of the globe to obtain a Time Machine Piece.



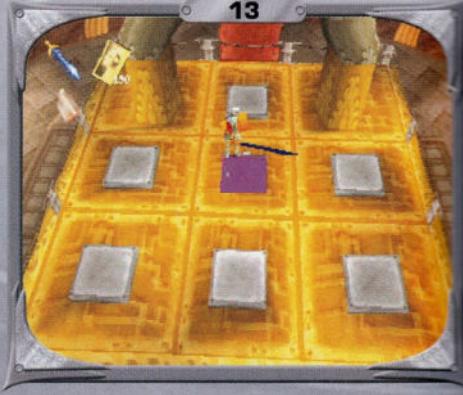
Thankfully, you can drop to the floor without dying. Scurry outside and rejoin your body, then leave the room through the only exit. Head straight up the stairs, ignoring the first room on the right. Take the second doorway instead.



We find ourselves on the rotunda balcony. Shall we choose door #1 (Contact), door #2 (Space), or door #3 (Time)? Personally, I'd take what's behind the curtain, but let's enter the first door on our left.



Inside the "Contact" exhibit room, you'll find a model of a celestial horn which will be used to broadcast England's national anthem into outer space as a greeting. The instrument consists of seven buttons on the floor.



As you approach, the horn begins to play a three note melody. Pay careful attention, then copy the sounds you heard by walking onto the buttons in the exact same order.



Level 12 The Time Machine — Museum



If you hit an incorrect note, the puzzle will start over, so be careful while walking between the buttons. Each time you successfully play the tune, another note is added to the end until the song totals eight notes.



After you've mimicked the eight note sequence correctly, a flying saucer will hover over the instrument buttons and drop a piece of the Time Machine. I wonder what would have happened if we had played "In-A-Gadda-Da-Vida" instead?



Leave the room, take a left and enter the next doorway. Inside, you'll find the "Space" exhibit. The disembodied hands and crack in the case should clue you in—use Dan-Hand to enter the display of the lunar surface.



The part we need is located atop the rocket, but there does not appear to be any way to reach the top. Switch back to Headless Sir Dan for a minute and check out the three buttons outside the display.



Stepping on a button causes a space creature to pop out of one of the craters in the exhibit. The alien can't go anywhere, but he starts firing a ray gun at Dan-Hand!



Quickly switch back to Dan-Hand and maneuver yourself directly between the rocket ship and the creature. Although the alien is out of your sight, you can hear when it fires its weapon. Jump when you hear the sound, and the energy hits the rocket.



When a stage of the rocket is destroyed, the alien self-destructs. Switch back to Headless Sir Dan and stand on a different button, then switch to Dan-Hand and jump out of the line of fire. Repeat this for the final alien and the Time Machine Piece will be ours.



Now that we've got all three parts in our possession, it's time to tinker with time. The last and final doorway from the rotunda leads to the "Time" exhibit. Walk up to the contraption, then select the Time Machine Pieces from your inventory.



When all three pieces have been used, Sir Dan climbs aboard. Looks like the Time Machine works after all. Okay, so it's not a flying DeLorean, but it is still pretty cool, don't you think? Hold on while we blast to the past...



◦ Level 13 ◦



The Time Machine — Sewer

Our quick Time Machine test drive has resulted in our revisiting the sewer kingdom of the Mullocks. That's okay, though, as they have something we need — the Time Stone. They probably aren't going to just give it to us, however. We'll need to pilfer it and make a clean getaway.



○ New Enemies ○

Mullocks

I say "new" enemies, because the last time we encountered these sewer denizens they were our friends. Friendship is a fleeting thing, however, which is easily broken — especially by stealing their Time Stone! Once you've tried to take it, they will stab at you with their spears. You can't kill them, nor do we want to, so use your Sword to temporarily knock them senseless.



○ Puzzles ○

**Puzzle 1: Free Danny:**

When Sir Dan attempts to steal the Time Stone, he will be imprisoned in a cage. Remove your head and place it on the disembodied hand which comes to your rescue. Exit the room through the small hole and make your way back to the main building in the center of the cavern. Inside the fireplace is a switch. Standing on it will raise the cage and open the door to help Sir Dan make good his escape.



The Time Machine comes to an abrupt landing in a place which looks quite familiar. We're back in the sewer.



Head straight down the corridor past the puzzled Mullocks. Didn't we just say goodbye? Or, have we arrived before our last visit? It's enough to make our skeleton head spin! At least the Octomators are nowhere to be found.



Take a left at the end of the corridor and wind your way up into the main chamber. The door to the small room in the very center is open this time, so let's have a look inside.



Not much going on in here. There's a hole in what appears to be some type of fireplace, but no disembodied hands are in sight. On the other side of the room is a dark pit. Let's get to the bottom of things...drop in!





We find ourselves in some sort of basement room, with a small Dan-Hand-sized hole on one wall and a door on the opposite wall which is closed. There is also a flight of stairs leading down to a lower area. Let's see what's down there.



At the bottom of the room you'll find a Mullock guarding something. Grab it and see what it is. Look! It's a Time Stone! Look! It's a cage that dropped from the ceiling to imprison us!



As we contemplate our capture, a disembodied hand drops down into the room and makes its way towards us. We're saved! Take off your head, place it on the hand, and scurry up the stairs as fast as your little fingers can take you.



Continue up the stairs to the tiny hole on the right wall and enter it. You'll find yourself back in the main cavern. Take a left until you find a ramp to let you climb up near the King's Hut. The Mullocks will be in pursuit now.



Stealing the Time Stone won't make you popular with the

Cross the wooden bridge back to the center structure and enter it. Winston is here to explain that the Mullocks won't be very happy about us stealing their Time Stone. Tell us something we don't know.



Remember that small hole in the fireplace? Let's enter it now and step on the switch inside.



Hitting the switch causes the cage to rise and the door of Sir Dan's prison to open. Quickly switch control back to Headless Sir Dan and guide him up the stairs and out the exit.



Be advised that the Mullocks now consider you an enemy. If you encounter them, they will stab at you with their spears. We don't want to hurt them — use your Sword to temporarily stun them.



We better retrieve our head — you never know when a brain might come in handy. Jump up and enter the structure at the center of the chamber. Re-attach your head, then leave the room.



Level 13 The Time Machine — Sewer



If you work your way back to where you entered the level, you'll find that the Time Machine is missing! The Mullocks have moved it to the island, and only the King will be able to summon the boatman this time.



If you didn't deplete the Fountain of Rejuvenation last time, you can find it near the main building. Soak up some juice now, then head for the King's Hut on the opposite side of the chamber.



Outside the Hut you will be attacked by Mullock guards. Start slashing away with your Sword until you stun one of them. When you do, the King comes out to revive his fallen trooper.



Slash the King with your Sword as well. If you knock him senseless, he'll drop the key to his Hut. Take it and go on inside, descending the flight of stairs.



More soldiers accost you in the King's chambers. Either use the Daring Dash to avoid the pointy ends of their spears, or strike them with your sword to stun them. While they are seeing stars, head out the small doorway.



In the back room is a pool of water which appears too deep to swim and a small dressing room. Enter the dressing room and you'll be awarded the Good Lightning (as opposed to Greased Lightning?). You'll also come out wearing the King's mask.



Dash past the guards (with the mask on they won't attack) in the first room and continue up the stairs and out of the King's Hut. Now head across the wooden bridge to the center structure, then turn right. Cross the bridge on that side and enter the passageway.



At the water's edge, Winston tells us that only someone wearing the King's mask can summon the boat. Gee, I'm glad he's here to tell us these things.



Since we're already wearing the King's Mask, use your Sword to ring the bell. The boatman will come and take you across the water to the Time Machine. At long last, we're off to see the Ripper... and to save Kiya.



• Level 14 •



The Time Machine — The Ripper (Boss)

This is it! We have used the Time Machine to arrive back in Whitechapel before our beloved Kiya becomes Jack the Ripper's next victim. It won't be easy to defeat him, but we've got to try.

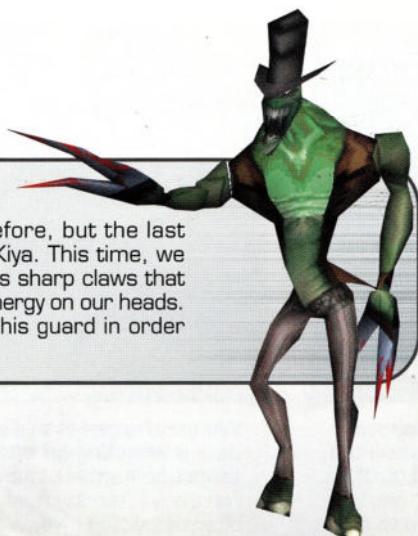


Level 14 *The Time Machine — The Ripper*

○ New Enemies ○

Jack the Ripper

Yes, we've encountered this monster before, but the last time he ran off into the night after killing Kiya. This time, we finally get to confront him. He's fast, he has sharp claws that do a lot of damage, and he can rain down energy on our heads. He is also only vulnerable when he drops his guard in order to suck the life out of Kiya.



Please keep your arms and legs inside the Time Machine until it comes to a full and complete stop.



Just ahead we'll encounter The Spiv and a Fountain of Rejuvenation. Soak up as much juice as you can. We are definitely going to need it!



You won't need to purchase any provisions (ammo) from our merchant friend. However, The Spiv can also provide us with certain services — namely, repairing our Gold Shield (for 75 coins).



You should see Kiya running for her life from Jack in the courtyard ahead. Hurry up and rescue her before it is too late! Equip the Lightning in your primary weapon slot, and the Good Lightning in the secondary slot.



As you enter, Jack the Ripper raises her into the air like a rag doll. Before he drains her life, however, he catches sight of you. Not this time, Jack!





The good news is that Jack has dropped Kiya. This is also the bad news, as now the sharp-clawed maniac is after us instead! As soon as control is returned to you, get ready to do a Daring Dash up or down out of harm's way.



We are trapped in this courtyard, and while Jack is attacking he is transparent and cannot be harmed. Our only choice is to run away... terribly fast! Jack will speed after us, slicing away with his claws.



No matter how skilled you are in using the Daring Dash, you're going to take some damage. But don't give up! Keep moving!



After a time, Jack will speed away from us and go after Kiya. He'll become solid again as he attempts to drain her life. That's our only chance to stop him! Get in real close and use the Lightning.



Jack's status bar is in the lower left part of the screen. You'll know if you are hitting him when you see his green blood start to splatter.



Kiya's life energy bar is on the lower right and can be seen draining away. You can't let her die! When Jack drops her, quickly switch to the Good Lightning and press X in her vicinity to heal her.



Don't try to fill her bar all the way up, because Jack will make mincemeat of us while we are using the Good Lightning. Try to keep her life bar at around 50-60 points, as the Ripper's attacks won't drain more than that amount.



If Kiya's energy is completely depleted, you'll find yourself back at the start of the level for a re-match. Unlike the Dan-kenstein level, however, you won't get any of your Life Bottles refilled.



After getting in a few good shots, the camera will zoom out to show Jack zipping from wall to wall in a green blur. If it hits you, you'll lose energy. However, if you time it correctly, you can Daring Dash through without a scratch.

Level 14 The Time Machine — The Ripper



The Lightning is not the only weapon which will hurt the Ripper. Your Swords will also cause him damage, if you prefer to use them instead.



However, there doesn't seem to be a more effective weapon than the Lightning — especially if you hold down the ■ button to charge it first!



Continue dashing from the Ripper, using the Lightning to attack him when he is holding Kiya, and using the Good Lightning to heal her when she needs it. You'll know you are starting to tire Jack out when he heads to the center of the courtyard...



...and summons red energy fireballs which rain down on you from the sky! Continue running around the courtyard trying to avoid contact with him.



If you manage to survive his attacks, keep Kiya alive, and get in your own attacks, Jack the Ripper will end up begging for mercy.



Don't show him any!



When the Ripper is vanquished, a Chalice of Souls appears and Sir Dan automatically grabs it.



Just then, your prior self (still in that dapper suit, I might add) enters the courtyard in search of Kiya. Finding her safe, he goes to shake your hand...



When the Sir Dan from the past touches our Sir Dan, the two of them merge into... SuperDan! Our Gold Shield has now become permanent armor! With Kiya safe, our work here is done.

○ Level 15 ○



Cathedral Spires

We've traced the final page of the spell book back to this evil-looking structure. In order to get through the end of the game, we are going to need gold coins — and lots of 'em! You might want to refer to our "Dan-Hand" section for advice on going back to earlier levels & where to find the money. It will come in handy when you need ammo for the shiny, new Gatling Gun that the Professor bestowed upon you when you delivered the Ripper Chalice.

VIEW 1



VIEW 2



○ New Enemies ○

**Flying Demons**

Disguised as mild-mannered gargoyles perched on the rooftops, these winged creatures spring to life and take to the skies as you pass nearby. Their flying ability keeps them out of range of your Sword, but your projectile weapons — namely, the Gatling Gun — work just fine against them. Watch out for their fireballs, and don't stop shooting until they are no more.



Not a very welcoming facade, is it? The lights are on, but nobody's home. At least, no one that will open the front door. We've got to find another way in.



After a fly-by movie shows us our destination, head forward and talk with Winston. He'll recommend that we free the imprisoned souls that the castle draws its demonic power from.



When the ghost finishes talking, break open the crate near the front door for a Gold Shield. Now, head around to the right side of the building.



After grabbing the Bag of Gold, head up the ladder on the wall. You'll find The Spiv up here ready to do business, as well as an Energy Vial. You might also notice a foreboding shadow on the ground...



If you were wondering why we need bother going to all the trouble of revisiting the earlier levels with Dan-Hand just to get more gold coins, here's why: it costs 150 coins to repair the Super Armour, and 75 coins to repair the Gold Shield.



More importantly, you're going to need a ton of Gatling Gun ammo. At 40 gold pieces for 50 bullets, it doesn't come cheap! Buy what you can, then climb back down the ladder and head around to the other side of the castle.



This first imprisoned soul is a "freebie," but now you know what they look like. You've got to get five of these angelic-looking creatures just to exit this level. Don't worry — I'll help you locate them.



Equip your Gatling Gun, then climb the set of ladders. On the ledge above, head to the right and around the corner until you see a Chest of Gold. That's funny — I thought I heard a breaking noise, but we didn't touch anything.



Quickly turn around and start firing as soon as your tiny green targeting faerie speeds away from you. Get used to the fact that you might not always be able to see the Flying Demons as they first attack, but you can hear when you hit them.



The Flying Demon takes about 40-50 bullets to knock out of the sky. Don't stand still while you are shooting at it if you can help it. Run or use the **R1** to strafe, avoiding the fireballs it shoots back.



When the Flying Demon has been knocked out of the sky, head back around the ledge to the next ladder. Get on the ladder, but don't climb up just yet! Instead, move to the far left side and stand still for a moment.



This is why — a cauldron of molten lava directly above the ladder sends a hot load in your direction. This is your cue to hit the **▲** button, thus using your shield to protect you from the magma.





As soon as it passes, continue up the ladder. Get ready to shield yourself again with the next load to come your way, then quickly move across to the second ladder on the right side to avoid any further barrage.



As soon as you step foot above, a gargoyle in your vicinity transforms into another Flying Demon. Let loose with your Gatling Gun and knock it down. When the threat is clear, walk around to the right.



This set of three flame-spitting gargoyles requires patience to pass. Just wait until one takes a breather before walking past. A Flying Demon may attack you here, so be prepared! Wait until each flame subsides before moving.



Have your Gatling Gun at the ready. If a Flying Demon didn't attack you just a minute ago, it will now! Good thing it's Flying Demon season, and we've got our demon hunting license. Bag another one, then grab the Chest of Gold.



It's another one of those ladders with a cauldron above it. Once again, block the magma from blackening your bones. This time, we need to scoot across to a second ladder on our left to get around it.



On the ledge above, take a right around the cauldron and another Flying Demon will attack. Shoo it away. Take the Silver Shield from the chest and the Chest of Gold before returning to the left.



Continue past the second set of flame-spitting gargoyles. If you get hit, not only will you lose life energy, but you'll be knocked over the ledge and will have to go through them all over again. So don't be impatient!



At the far end of the ledge, another gargoyle becomes a Flying Demon. Shoot it down and climb the ladder. If you hadn't guessed, there is another cauldron above — and this is one tall ladder! Scoot to the right as you ascend.





Looks like we're at the top! Those two gargoyle look suspicious to me. Because we don't have much space to fight, I recommend moving up and over to the long roof on the left. Turn around and target the Flying Demons.



It's somewhat easier to destroy them here, as there is ample room to strafe. You might also notice an Imprisoned Spirit behind them. After taking care of the threat, collect the spirit and turn around. Two down!



Another Flying Demon comes out of the darkness ahead. Though you might not be able to see it fully, trust your aiming faerie and shoot as soon as it zooms away from your Gatling Gun.



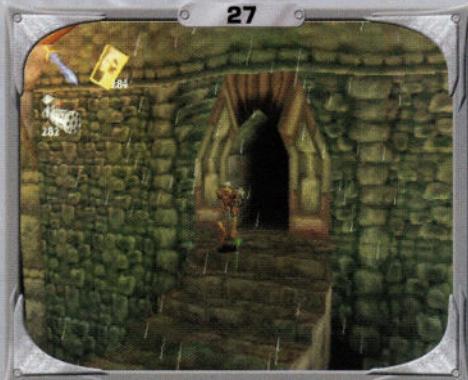
There is a room to the left and another to the right. It doesn't matter which one you choose first (I went left). Walk carefully up the set of stairs and head inside.



An Imprisoned Spirit is sitting here all alone. Collect it, and neither of you will be alone much longer — three Flying Demons break through the windows and the door locks!



Use the Daring Dash to run to the opposite end of the room, then turn around and blast the Flying Demons with the Gatling Gun. Use **R1** to strafe back and forth to avoid their fire. When they go down, the door will open.



Head outside across the roof and up the stairs to the room on the other side. Once again, an Imprisoned Spirit sits at the front all alone. Gee, do you think it's another trap? Grab it and get thee ready!



Daring Dash to the opposite end of the room and turn to blast the three Flying Demons. One more Spirit is needed to exit this level. Leave the room and head to the tower ahead of you in the darkness.





As you approach, you'll probably hear the sound of two more Flying Demons. Even though they are out of visual range, you can hit them from here. After taking care of business, walk around the outside of the tower before climbing the ladder.



A small set of stairs leads to an adjacent building. Two gargoyle here become Flying Demons. You know what to do. If you are low on ammo, or (God forbid) out of ammo, quickly run between them into the room.



A Fountain of Rejuvenation is here to soothe our wounds. It's about time! The Spiv is also here, so put some of those coins you found to good use. Stock up on Gatling Gun ammo first and if you have change, consider repairing your Armour.



Leave the room, walk across the stairs to the main roof, and head around the tower to the ladder. Take care of any stray Flying Demons you might encounter before moving onwards and upwards.



There is no cauldron above the ladder (yet), so don't hesitate to climb. Scoot over to the right. Ignore the ladder going straight up to the roof, for now, and continue moving over to the right, until you reach the ledge.



Although you can carefully get off the ladder, you can also pick up the Life Bottle and the fifth Imprisoned Soul as you scoot across to the right. Once you've obtained them, continue moving over to the right.



There is a cauldron over this final set of ladders but, if you can scoot up and over to the right without hesitating, the molten lava will miss you. If not, you know what to do. You could have returned to the left from the ledge, but this way is quicker.



Climb the ladder all the way to the top. Grab the Bag of Gold on the opposite side of the parapet before entering the door. Congratulations! We've made it inside the Cathedral!

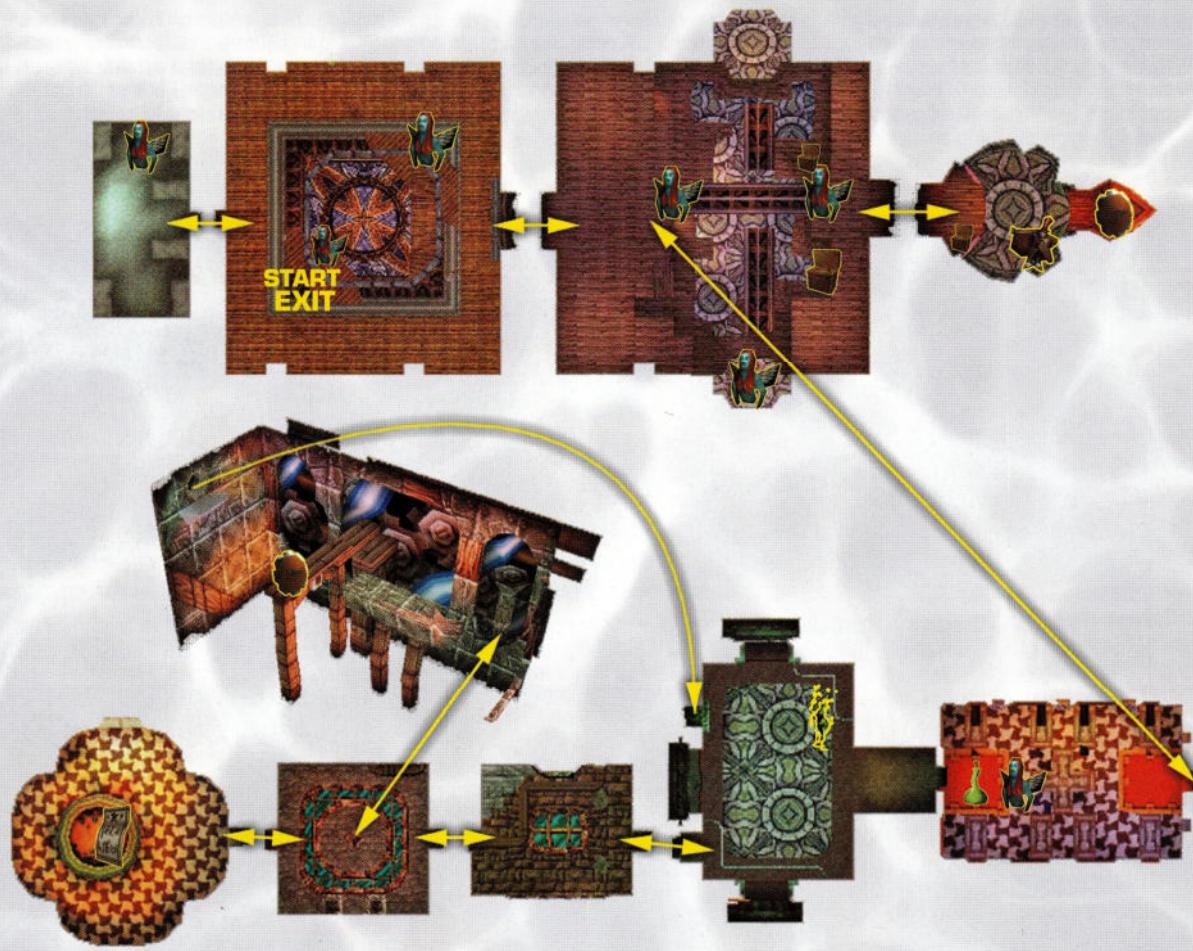


◦ Level 16 ◦



Cathedral Spires: Descent

If you thought getting inside the Cathedral was the hard part, think again! We've got to get down to the ground floor without killing ourselves, and there are seven more Imprisoned Souls to free. Along with the Flying Demons, we'll also face a new kind of canine foe.



○ New Enemies ○

Shielded Armored Knights

These Armored Knights carry metallic shields and will block your sword attacks. While you can get in a few swipes here and there, the easiest way to take them out is to use your lightning. A few zaps of the lethal juice and they will literally fall to pieces.



Devil Dogs

Similar to their Egyptian counterparts from the Museum, these hounds from hell can release energy blasts which travel in horizontal and vertical lines. They can be destroyed with your Sword or Lightning, but they have a weakness for Chicken Drumsticks.



○ Old Enemies ○



Flying Demons

Disguised as mild-mannered gargoyles perched on the rooftops, these winged creatures spring to life and take to the skies as you pass nearby. Their flying ability keeps them out of range of your Sword, but your projectile weapons — namely, the Gatling Gun — work just fine against them. Watch out for their fireballs, and don't stop shooting until they are no more.



○ Puzzles ○

Puzzle 1: Rotate the Rooms:

To get to the innermost sanctum where the spell book page is located, we'll need to activate the machinery. Obtain the first Golden Cog by riding the swing across to the room where The Spiv is located. It is in an alcove that you need to use the chandelier to reach. Take this cog to the room with the gears, beyond the chapel area through the door at the bottom of the swing room. Use the Cog on the gears and hit the switch once with your sword. Enter the next room and climb up the stone stairs. In the next room, use Dan-Hand to drop into the hole in the middle of the floor. Obtain the second Golden Cog down here, then exit out into the first gear room. Return Headless Sir Dan to this first room, then strike the switch twice. Enter the next room and use the Cog on the second set of gears. Return to the first room and hit the switch twice. Go back to the next room and strike the switch to the right of the stone stairway three times. Climb the stairway to the next room, where the ladder can now be used to access the hole in the wall.





Carefully take note of your surroundings. You're on a small ledge, and it's a long way down! I found it easier to keep the camera facing Sir Dan, but you can move it to your liking. Now, run and jump over to the chandelier.



Use a Sword to hit the switch. When you do, the chandelier will start to lower. Hit it again to line yourself up with the two Imprisoned Souls on opposite ledges below.



If you haven't mastered the Daring Dash with a jump, it isn't too late to learn. Don't worry about the chandelier tipping — it won't knock you off. Back up to one side, turn around, then Daring Dash and jump over to the ledge.



Rescue the Imprisoned Soul, then turn around and jump back to the chandelier. Although you can make it across with a regular jump, a Daring Dash with a jump doesn't require as much precision.



Back on the chandelier, you've got to make the same Daring Dash with a jump to free the Imprisoned Soul on the other side. When both have been saved, jump to the chandelier and hit the lever to ride it down.



If you fall, you'll lose a life. Use your sword to summon the chandelier to where you fell, then ride it back up to retrieve the Imprisoned Souls if you left any behind.



At the bottom, step off the chandelier. Use the look function (L2 + R2) or move the camera with the right analog stick to check on the position of the Shielded Armored Knights who are circling the room.



The easy way to take them out is to equip your Lightning, walk over to the edge of the platform, and charge it up.



When two Knights come into your view, let fly with the Lightning bolts! The Knights will shake like a bird on a live wire and then fall to pieces.

Level 16 *Cathedral Spires: Descent*



If you prefer to conserve your Lightning, simply equip your Magic Sword and charge into battle. It will be harder to defeat them this way, but you can use the platform to your advantage — they won't chase you if you need to retreat.



When all four Knights have been destroyed, get down to the wooden floor and walk around the room until you find the smaller doorway. Now, go ahead and enter.



You've seen this trap before. An Imprisoned Soul is here, but you've got no choice but to take the bait. As soon as you do, the Devil Dogs spring to life and attack.



When sending out a bolt of energy, the Dogs become invincible. Avoid the beams and concentrate on the remaining hounds. Your Sword can take them out, but a charged Lightning blast works wonders.



There is, however, an even easier way to defeat them. Remember those Chicken Drumsticks we got at the Whack an Imp game at the Freakshow? Equip them as your primary weapon, and start tossing them around the room.



The Drumsticks disappear if not eaten within a few seconds but, if a Devil Dog runs into one, he'll become a Roast Turkey! And, better still, collecting the Turkey before it disappears will add to your health!



Once you've depleted the Dogs, or the Drumsticks, you can use your Sword to take care of the remaining hounds. Return to the main room, around the platform, and exit through the larger doorway on the opposite side.



There is a lot going on in this room, so don't be alarmed. A large wooden structure supports three hanging "swings"—platforms which you must use to cross the room. When the center swing reaches us, jump over to it.



For now, ride the swing across and get ready to jump to the ledge on the other side. Avoid the gargoyles which transform into Flying Demons by running straight between them and through the doorway.





Grab the Chest of Gold, then drop down to the floor below. Our pal The Spiv is here. Take the second Chest of Gold on the ground floor and use your loot to purchase anything you need — mainly Gatling Gun ammo for later use.



Use your Sword to strike the switch and a chandelier will drop from the ceiling. Get on it, then strike the switch twice to ascend.



From up here, you can see a small alcove containing a Golden Cog. Do a Daring Dash with a jump to reach it, then do the same back to the chandelier. This time, hit the switch only once to reach the floor where you entered.



Jump back to the landing, equip your Gatling Gun and exit. When your targeting faerie alights on the Flying Demons in the next room, mow them down! Now, jump back on the swing when it reaches your side of the room.



Instead of riding the swing all the way back across the room, take it to the center. Turn to Sir Dan's right and, when the adjacent platform gets within range, jump over to it.



Ride this side platform over until you can jump and reach the ladder on the wall. Climb up to the top, mindful of the Flying Demon which was just released.



Shoot the Demon down before jumping over to the wooden structure. The rollers won't hurt you, but they can push you off the edge of the walkway, so jump over them. There are three Imprisoned Souls we need to free up here.



From the side walkway, avoid the roller and jump to the next walkway in the center. Rescue the Imprisoned Soul to your left...



...and to your right by carefully walking over to them. Return to the center, then jump across to the final section of the walkway. You can see an Imprisoned Soul up ahead.

Level 16 *Cathedral Spires: Descent*

28



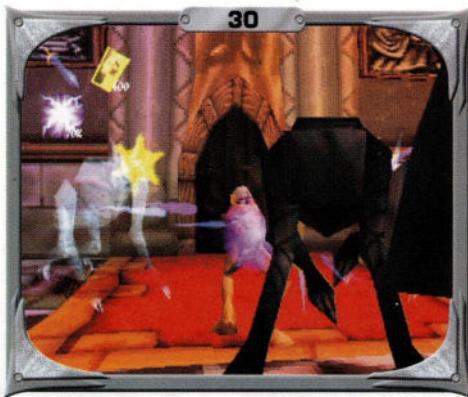
Jump over to the Imprisoned Soul, then turn around and climb down the ladder. Climb or hop down to the ground floor and be prepared to battle the Armored Soldiers which attack.

29



When the soldiers have been laid to waste, enter the only door on the ground floor. Just inside you'll encounter the final Imprisoned Soul. Guess what's going to happen when you free it?

30



That's right — more Devil Dogs come to life and the fur starts flying! If you've got any Drumsticks left, turn the pooches into turkeys and replenish your health with them. Otherwise, use your Sword to slice 'em, or the Lightning to fry 'em.

31



Don't forget to take the Life Bottle before exiting. Inside the room ahead you'll find two large gears. A Fountain of Rejuvenation is in the corner to your right. I'm sure you could use a refill right about now, am I right?

32



Walk over to the machinery and select the Golden Cog from your inventory. When the cog has been placed on the gears, hit the nearby switch with your sword.

33



A short sequence shows the adjacent room turning on its axis. You'll notice that the stone staircase leading to an exit is now touching the ground. Head through the doorway to the left of the machinery.

34



Climb down the ladder, cross the room, climb the stone staircase and head through the doorway. Climb down the ladder into the next room.

35



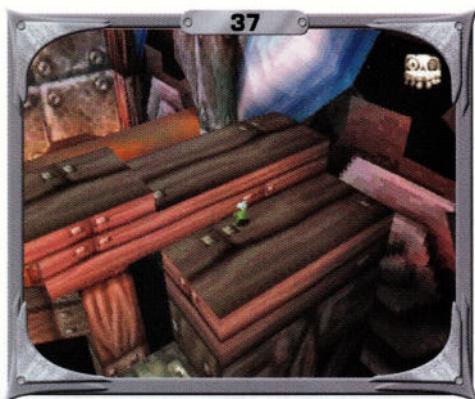
If you look high above, you can see another set of gears. Two problems — we don't have a cog and, even if we did, they aren't accessible. One solution — see the disembodied hands? Give your head to the hands.

36



As Dan-Hand, enter the small hole in the center of the room. You'll find yourself on top of a spinning gear. Careful not to fall off the edge!





As the gear spins, jump off of it to the adjacent gray platform. Carefully walk forward and jump off to the left in order to reach a set of wooden steps.



In the center of the beam you'll find the second Golden Cog. Jump up in place and grab it. Now, how are we going to get out of here?



The large vertical gear will provide a means of escape. Jump over to it before it is about to turn. When it does, it will automatically launch Dan-Hands up and over, to a small ledge underneath an exit hole.



Drop out of the hole and you'll find yourself in the room with the first set of gears. Switch control to Headless Sir Dan and bring him back to this room. Now, re-attach your head and hit the switch with your sword.



We've got to rotate the room with the stone staircase so that we can access the second set of gears. Two hits will do it. When you see the gears at ground level, head through the doorway into the next room.



Use the Golden Cog on the gears here, then return back up the ladder to the first room. Hit the switch two more times to rotate the stone staircase down so that we can use it once again.



On the right side of the stone staircase is another switch. Now that the Cog is in place, we can use it to rotate the final room. So do it! You'll need to hit the switch three times before the ladder we need touches the ground floor.



Head up the stone stairs into the next room, walk across and climb the ladder into the hole.



Looks like we've found the source of the evil! Before we can act, the Imprisoned Souls swarm from us and give the demonic creature a good butt-kicking.



Level 16 *Cathedral Spires: Descent*

46



When it falls into the fiery pit, Sir Dan can grab the last page of the spell book. Perhaps now we can take a break?

47



Uh-oh! I guess not! The place is caving in around us! We have 60 seconds to get our bony butt out of here before we become a permanent resident. Don't stop for anything! Immediately turn around and head out the doorway.

48



Sir Dan will turn and climb down the ladders as we move from room to room but, since the fall doesn't hurt us, we can save a few seconds by jumping off instead.

49



Cross the first room and head up the ladder to the exit. Run or jump down the stone staircase and Dash across the room to the next ladder. Continue Dashing through the next two rooms as rubble falls from the ceiling.

50



Back in the room with the swings, take a right and climb the small ladder to the center level. Run around to the right, jump up the wooden steps and head out the large doorway. Jump up to the platform and strike the lever.

51



Just as in real life, the faster you hit the switch, the quicker the elevator will come-NOT! All you can do is wait for the chandelier to take its time arriving. Then, jump on top of it.

52



Continue hitting the switch so that the chandelier reaches the very top of the room. Turn and face the ledge with the exit, then Daring Dash and jump over to it. Whew! We made it with only seconds to spare...

53



Or, did we? If you happen to run out of time before you can reach the exit, don't worry too much about it. You'll get another chance to start over again from where you retrieved the spell book page.

54



A short cinema shows us the destruction of the Cathedral (and much of the surrounding neighborhood). That's bound to hurt property values! Did Sir Dan survive?



• Level 17 •



The Demon

Having survived the collapse of the Cathedral, Sir Dan soon loses the last page of the spell book to Palethorn. Our noble hero refuses Palethorn's offer to serve at his side and faces certain death at the hands of Mander and Dogman. If he can survive their attack, the final battle with Palethorn and the mother of all demons awaits.



○ New Enemies ○

**Palethorn**

The cowardly knave has taken to the skies in his flying machine. He'll fire missiles in your direction and, if you get hit by one, you'll be temporarily stunned — leaving yourself a sitting duck for bullets and more missiles. Your projectile weapons are capable of striking his craft, but they don't do much damage. You'll have to find something else which can deliver a stronger blow for you.

The Demon

Using the spell book, Palethorn has summoned a large blue devil — and I'm not talking about Duke University's mascot! This demon is the biggest and baddest enemy in the game. His massive fists strike earth-shattering blows on the narrow precipice where we make our last stand. When he isn't trying to pound your bones into dust, he'll be spitting fire. None of your weapons are capable of hurting him, so you'll have to discover an indirect means to get rid of him.



○ Old Enemies ○

Mander

Mander was once nothing more than a reptile. Lord Palethorn, with his powers rooted in the dark arts, combined him with a human being to create what you see today. Indentured to him for life, Mander must do his evil master's bidding. While not particularly strong, Mander is cunning and evil. He can move with unnerving agility and his Cane can fire deadly balls of energy. It's wise not to get too close to this creature. Use either projectile weapons or charged Hammer blows to knock him down a peg.

**Dogman**

The Dogman is one of Palethorn's henchmen and just happens to be Mander's right-hand (paw?) man. Part dog/part human, what this creature lacks in brains, he makes up for with brawn. Known as a professional pugilist in another lifetime, the Dogman was too brutal for the ring. He now feels right at home where he can flex his muscles and pepper Sir Dan with a lethal barrage of lefts and rights. Your best defense against Dogman is to not get within punching range, and instead use your charged Hammer to catch him in its aftershock. If he does hit you, you'll either lose a substantial amount of health or you'll be temporarily stunned — allowing him to hit you some more.



When the dust settles, drop down into the next section of rubble. A spectral trail can mean only one thing — Winston is here. Although he's glad that we escaped the collapse of the cathedral, he tells us that we are on our own.



Enter the next doorway and you'll find a Fountain of Rejuvenation. Soak it up, my friend, because this is the last of the juice and there are no more refills.



The Spiv is here. Hopefully you have saved enough coinage to purchase Gatling Gun ammo. If you didn't, perhaps you need to go back to earlier levels, using Dan-Hand to obtain some hard-to-reach treasure.



When you're feeling ready, drop down into the next area. We'll temporarily lose control of Sir Dan as a cinema shows Palethorn's arrival. Not only does he steal the spell book page, but then he orders his henchmen to kill us.



There's no time limit, so attack methodically and don't take chances. We beat these guys before, and we can do it again. Whatever we do, we don't want to lose all our lives fighting these two goons before we reach the main event.



Start running around the room away from the approaching duo. Try and dodge Mander's fireballs as you run.



Charge up your Magic Sword, then turn sharply towards Dogman (as he is the first to approach). Take a swipe at him, then run away. If he catches you, he'll start pummeling you and you'll be too stunned to move.



Dogman also sends out a wave of energy, but we can avoid it. Keep running away, charging your sword, turning to swipe at him when he gets near, and running away again.



Eventually, you'll deliver the fatal blow. One down, one to go. Mander is definitely the harder of the two, unfortunately. With Dogman out of the picture, he speeds at us and swipes at us with his tail.



Not only that, but he still shoots fireballs. We can charge the Sword and attempt to get a few hits in but, if he hits us, we'll lose the charge.





If you still have any Lightning power left, use it! Charge it up and release the bolts when he comes in range. A couple of good jolts will take Mander out permanently.



You can also stand and fight with the sword. You'll take hits, but probably not much more than if you ran away and let him hit you in passing. Stand your ground and slash away as quickly as you can, trying to avoid his tail.



Now that his goons have failed him, Palethorn is ours! Look for the open door on the wall. Head on through and up the short flight of stairs.



Palethorn is here in his flying machine. He doesn't seem too upset about losing his subordinates, though — what a tough employer! As we watch helplessly, he conjures up the biggest, baddest, and bluest demon we've ever seen.



Sir Dan may be dead, but he's not stupid! He attempts to flee... wouldn't you? Unfortunately, there's no way out! Looks like we have no choice but to fight to the death. Hopefully his death, not ours.



Here's the deal; we're stuck in this narrow area. The Demon will try to smash us with his fist, then will spit fire. Meanwhile, Palethorn shoots bullets and missiles at us from the sky. Piece of cake, right? Uh-huh.



When you are not under fire from Palethorn, try to stay in the center of the area. The Demon raises his hand when he is about to strike. That's our cue! Get ready to do a Daring Dash.



Whichever side the fist comes from, you've got to Daring Dash in that direction, so that you reach the rubble before the Demon's fist hits the center where you were standing. He will hit three times (right to left, or left to right).





After the fist Demon attack, the camera will shift to show you Palethorn's craft. Equip the Gatling Gun and fire at him when he is in range.



The difficulty lies in avoiding the missiles he fires at you. If they hit Sir Dan, not only do you lose some life energy, but you will be too stunned to move. This leaves you wide open for a further missile strike or more bullets.



The key is to get as many shots of our own to hit the craft before we have to use the Daring Dash and/or jump out of the way of the missiles. It's vitally important to avoid getting stunned.



When Palethorn flies off, it's the Demon's turn. If he bends his head back instead of raising his fist, he's going to spit fire at us. We have to get away from the center in that case.



Dash to one side or the other. The fire starts in the very middle and spreads out in both directions. As it approaches, run toward it and jump over it.



Palethorn's turn again; He's still got those missiles and bullets, but this time he'll be coming from the other direction. When you hit him, his craft will flash.



If you can get enough hits on Palethorn's craft with the Gatling Gun, you'll knock him around such that he starts firing on the Demon. The big blue guy doesn't stand for that kind of abuse, and swats the ship away like a gnat.



Palethorn's life bar takes a hit when the Demon knocks him around (albeit a small loss). Note: This attack pattern only works when Palethorn is firing missiles ONLY. Looks like we'll have to get him hit four times.



It's back to the Demon's fist, but this time he'll take two fist smashes at you before Palethorn attacks. Then, it's back to the fire breath again.

28



Believe it or not, the Demon is actually the easiest of the two foes. You can learn to time your Dash away from his fist and jump over the spreading fire without a problem.

29



Palethorn's missiles are another story. Even using the **R1** to strafe, it is hard to get more than a few hits in on his ship before the missile finds its target. If you get stunned, you're a sitting duck.

30



Once Palethorn has accidentally shot the Demon a few times, the Demon's fire attack changes slightly. This time there will be two walls of fire, so you'll have to jump over each of them.

31



Hang in there! You got this far; you can do it! Keep on dodging the Demon's fists and fire as long as you can. Anticipate which side of the screen Palethorn's craft comes from, and shoot as soon as you can.

32



After being shot by Palethorn about four times, the Demon decides that he has had enough. He delivers a crippling blow to Palethorn's craft, then the Demon returns to the abyss from whence it came.

33



Sit back and enjoy the ending cinema. You've earned it! A dying Palethorn sets off an explosive but, as usual, Sir Dan manages to avoid being blown to bits.

34



Just then, Kiya and the Professor arrive. And they've got our getaway vehicle with them — the time machine!

35



As the Professor looks on, Sir Daniel Fortesque and Kiya hop into the time machine and bid adieu to another era where they don't belong. Perhaps now these two will finally find the peace and rest they deserve...

36



...or will they?

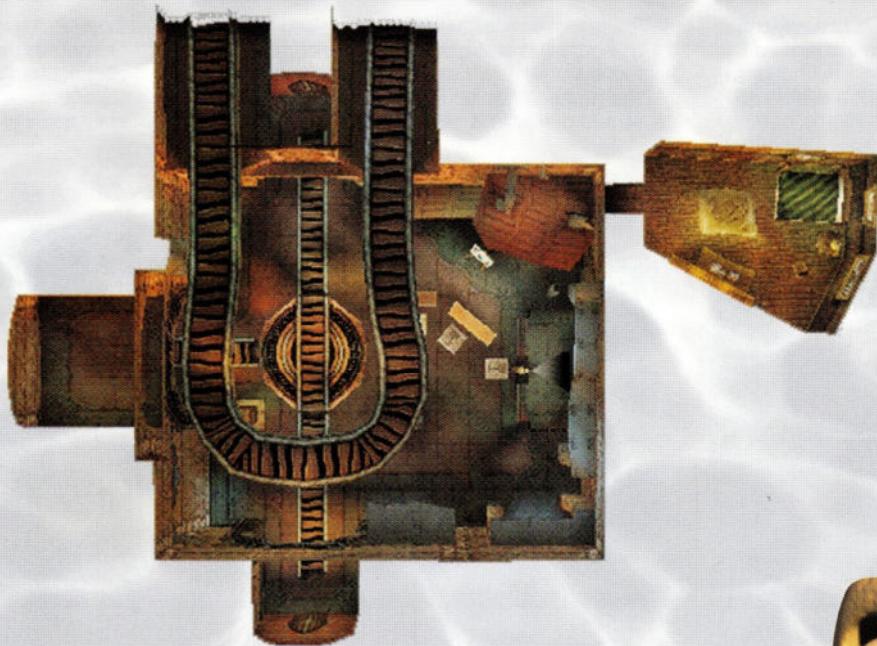


Level 0



The Professor's Laboratory: Dan-Hand

Right after the knockout brawl with the Iron Slugger, Sir Dan gets the ability to remove his head and place it on any of the severed hands scurrying about each level. This new game mechanic has many purposes, from puzzle solving to exploring otherwise unreachable areas to collect booty. This section of the strategy guide will give you mini-walkthroughs of each of the previous levels up through Dan-kenstein. Levels not mentioned in this section (such as Tyrannosaurus Wrecks) do not have any Dan-Hand puzzles in them.



This area is more of a practice grounds than anything else. You can use it to get acquainted with the Dan-Hand and practice moving about.



To activate the Dan-Hand, position Sir Dan so there is a glowing blue sphere around you and the severed hand.





Now hold down **L1** and then press the **▲** button to remove your head and place it on the hand.



You can now control the Dan-Hand. Try scurrying around and get used to the faster pace of the little guy.



His moves are limited to the Daring Dash...



...and a jump.



Just for fun, leave him be for a moment and check out his idle animation. Cool, huh? Let your fingers do the walking...



It's possible (and altogether necessary in future levels) to use Headless Sir Dan while your skull is sitting on the hand. To switch between the two, once again hold **L1** and press **▲**.



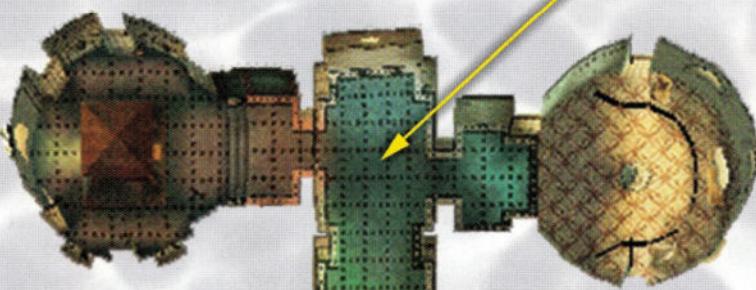
You can now move Headless Sir Dan around while the Dan-Hand stays stationary. Never leave Dan-Hand alone and vulnerable to attacks when there are enemies about, however. Execute the same button presses when you want to switch back.



Level 1



The Museum: Dan-Hand



Ok, it's time to get busy. The severed hands can be found in the main hall, just to the right of your crypt.



Position Sir Dan so there is a glowing blue sphere around you and the hand, then place your head on it.





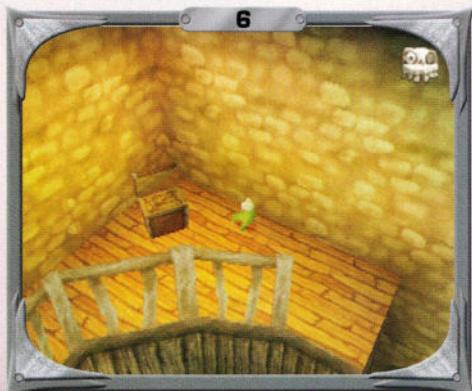
Just beyond the last bookcase to the left (right before the stairs) in this main hall is a small crack in the wall.



Head inside and you'll find yourself in some kind of storage room. Let's see what we can find, shall we?



There's nothing on the ground, so let's get up on the crates. Hop on the smallest one to the left, then make your way across them, jumping from stack to stack.



Eventually, they will lead to this elevated, fenced off platform. Hop over to it and collect your reward – a Chest of Gold.



If you follow it around, you'll nab two more.



Head through the opening and you'll find yourself in a new area with piping overhead. Take the stairs to the floor and head to the back of the room. There's a soothing Fountain of Rejuvenation here.





There's also another Chest of Gold tucked in between these two stacks of crates.



Jump up the stairs where the Fountain of Rejuvenation was and slowly make your way across the pipe to the junction ahead. In front of you is an Energy Vial and to the left and right are Chests of Gold – score!



Slowly follow the pipe around to the right side (rotate the camera with the **L2** and **R2** buttons to obtain the best angle), grabbing the first Chest of Gold and another one at the far end, around the corner.



Now head back (or drop off and take the stairs again) to the junction and follow the piping to the left, taking another Chest of Gold. Jump over to the stacked crates at the end.



Jump up to the wooden walkway and follow it around (grabbing the Chest of Gold in the process) to the next stack of crates.

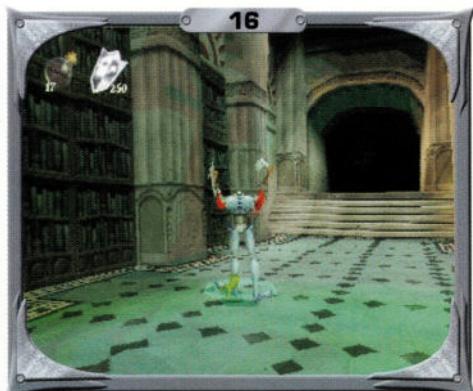


From here, carefully jump across to the next walkway, then take it to the large hole. Jump on in and see where we land.





We're back in the main hall. That's our body straight ahead. Head on over and pull yourself together.



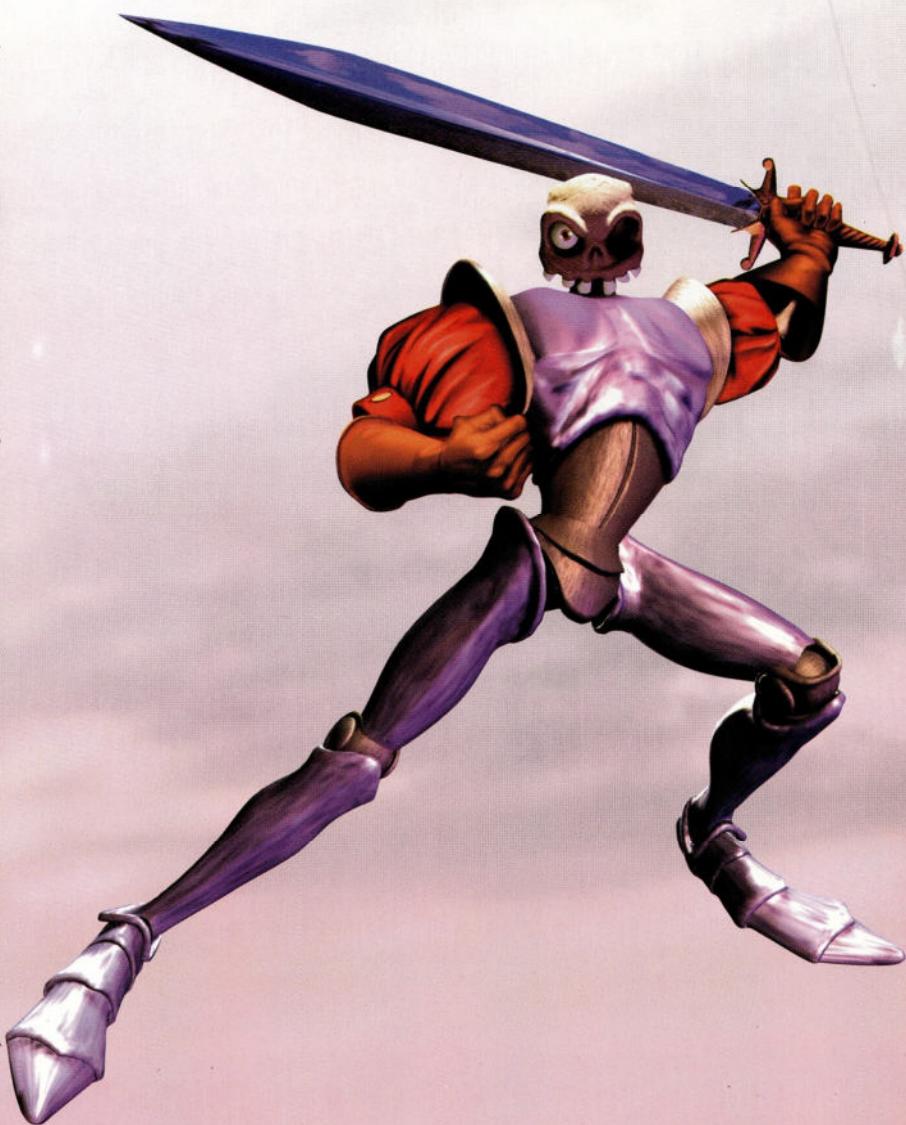
Unfortunately, we are going to have to complete the whole level, legitimately, if we want to keep our booty. You can't exit out without losing everything we found.



That means we are going to have to solve the puzzles all over again. Make sure you don't forget to grab all of the important items, such as keys.



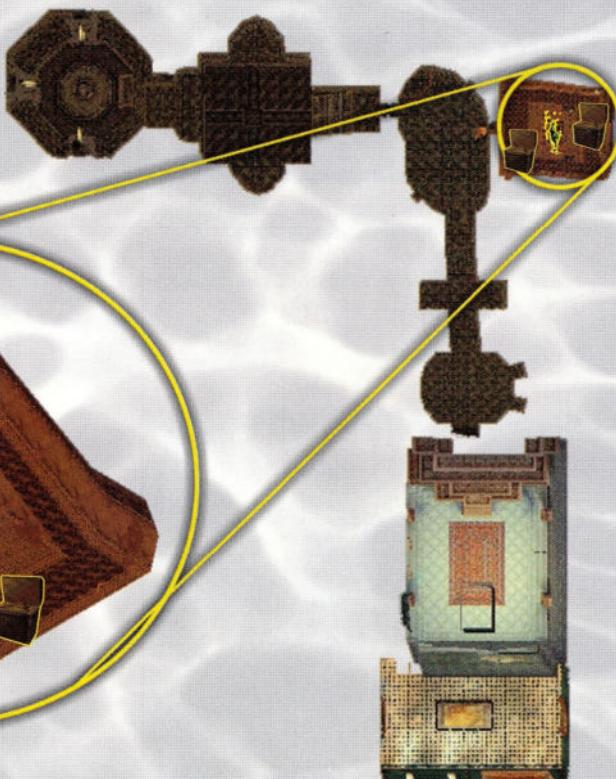
You might as well get the Chalice while you're at it, as you can trade it in for a Chest of Gold back at the Laboratory.



Level 3



Kensington: Dan-Hand



You won't be able to use the Dan-Hand until the second part of Kensington, The Tomb. I'll see you there.



Basically, we want to get into the tomb (where we had to light our way with the Torch). You're going to have to go through the four Skeletal Mummy Monsters to open the tomb entrance first.





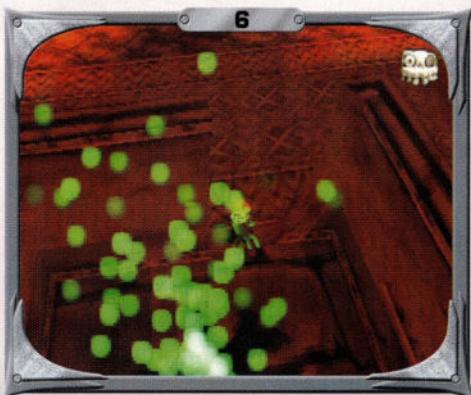
Make your way down the stairs with your lit Torch in tow. First take care of the Skeletal Mummy Monsters, then check out our little severed hand buddy hanging out in this mini-walled section.



Put your head on the hand and head into the lit crack in the wall.



This part of the ancient tomb houses a Chest of Gold...



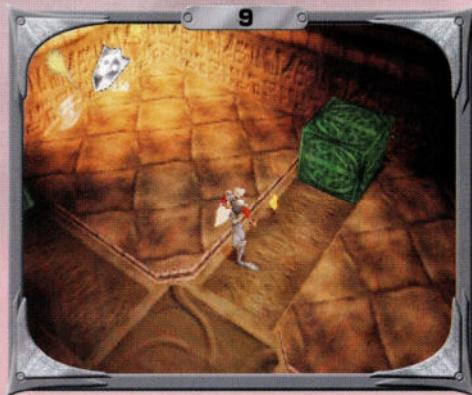
...and a Fountain of Rejuvenation inside this crumbling stone sarcophagus.



Head up either set of stairs to the level above, grab the Chest of Gold here, then exit through the hole in the wall.



Head back to your body and become one again.



Now, just finish off the level by solving the Egyptian Artifact puzzle and we're in business.

• Level 4 •



The Freakshow: Dan-Hand



Our friendly neighborhood hands can be found inside the Freakshow, through the set of doors just past the first Magician you encounter.



Although you can use the Dan-Hand mode to enter a few more crawlspaces in this level, the one we want is right here where we busted open the Skull and Crossbones Chest.





Inside this tent, you'll encounter a gang of angry, squealing Imps – not good. Since we don't have an attack mechanism, we're going to have to use the Daring Dash to stay ahead and away from them.



The tent is comprised of two rooms, each with trampolines stacked and scattered about.



Use the stack against the far wall in the first room to get up and over to the next. Grab the Chest of Gold on the ledge of the divider while you're here.



Drop down to the other side and immediately hop on the stack of two trampolines to the right. Inset in the dividing wall is an alcove with another Chest of Gold — jump in there.



Back down on the floor, use the large trampoline in the middle of the room to get up onto the higher trampoline to the left. Recessed within the canvas of the tent is another alcove with a Chest of Gold.



Grab the goods, then head back outside. Phew, that wasn't easy!



Now, just defeat the Deluxe Elephant Boss one more time and we're outta here.



Level 5



Greenwich Observatory: Dan-Hand



The severed hands can be found down by the docks in the mudflat area. Head toward the back of the mudflats, around the half-sunken ships, and you'll find them.



This ship in the middle of the mudflats has a hole in its hull. Perfect size for your cranium to fit through.





That water looks a little too deep for us. Don't fall in unless you want to lose all of the health out of one complete Life Bottle.



There is no reason whatsoever to jump over to the floating crates in the middle, unless you want to prove that you can do it. Instead, hang a right and go through the opening into the next section of the boat.



We can't quite get up the Fountain in here just yet, so jump to the four crates in the water next to it. From here, we're going to jump across the water, to the next set of three.



This is a difficult jump, especially with the stationary viewpoint. You might want to try it from a slight angle instead of heading straight toward the camera. Jump across again to the platform on the other side.



Head into this section and avoid those dirty rats — they don't like to share their space. Now you won't feel so bad about crushing them with your Hammer later.



Avoid the hole in the floor here and Grab the three Chests of Gold in these two connected portions...



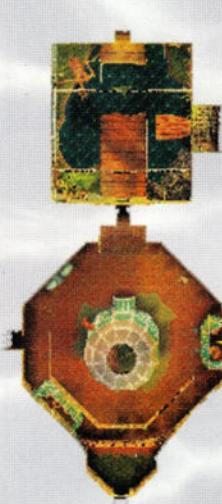
...then head around and over to the Fountain. Soak up the juice. You should then opt to hop down from the Fountain crates and back through the opening. Head back outside and retrieve your body. It's time to blow out of here.



• Level 6 •



Kew Gardens: Dan-Hand



Legend

Chest of Gold

Hand



We find the severed hands wandering about in the Hothouse room — the third and final area where you use the red valve to open the plants leading to the eventual exit pit.



Clear the area of all of the Pumpkin Breeders first, as we will be leaving Sir Dan behind. Put your head in your hands, then locate the small atrium against the wall which has a crack in the glass.





Head inside and get ready for a mini-game. We have been officially charged with saving four hands.



There's no time limit, but we're in a kind of deadly garden maze, so follow me, don't stray too far, and be sure to use your hand signals while turning (Get it?). From the entrance, take a left at the first intersection...



...then a left at the next. In this dead end area is Hand #1. Reach out and touch him, then quickly Dash out of there – these bouncing Pumpkins are deadly.



From the dead end area, head straight, past the pathway to the right, to the end. A group of Pumpkins come bouncing down toward you. Hightail it backwards and around the corner to avoid them.



When the coast is clear, head back down to the end (avoiding the one or two Pumpkins bouncing back and forth) and take a short left at the intersection.



Head right and straight down to the end. You should see a few Pumpkins up above to the left when you reach the next intersection.



Head to the left here, then follow the path all the way to its end (it will take a right, then a left). Hand # 2 is here. Two to go.





Head back down the pathway and continue straight, passing the pathway to the right.



This open area off to the right with a circle of Pumpkins around a Hand Statue is where we can drop off our buddies, leading them to safety.



Avoid the Pumpkins and drop into the hole around the statue to set them free.



From the statue, head down the path to the left (the way the statue's fingers are pointing) and you will come to a large atrium.



Take a right at the atrium, then a left around it. Hug the atrium wall to avoid any bouncing Pumpkins coming your way.



Hang another left around the backside of the atrium and you'll find Hand # 3, along with a horde of Pumpkins guarding him. Hand #3 should come running to you. Get close enough to activate the Pumpkins then retreat back.



If you let them bounce back and forth long enough (a couple of seconds, tops), they will harmlessly explode against each other. Grab the Chest of Gold (and the Hand if you haven't gotten it already) when it's all clear.





Continue through this area and around the atrium, making two left turns, then a right back to the Hand Statue. One more to go!



For the last Hand, get behind the Hand Statue and take the path to the left.



Take your first left and follow the path around to the right. Up ahead, you should see a set of stones imbedded in the ground.



Hand # 4 is just beyond, wait for the Pumpkins to harmlessly explode and grab him, then take him back the way you came.



Success! Your reward is three lovely Chests of Gold. Don't go and spend all that money in one place!



To get back out, take the same left pathway from the back of the Hand Statue...



...then your first right...



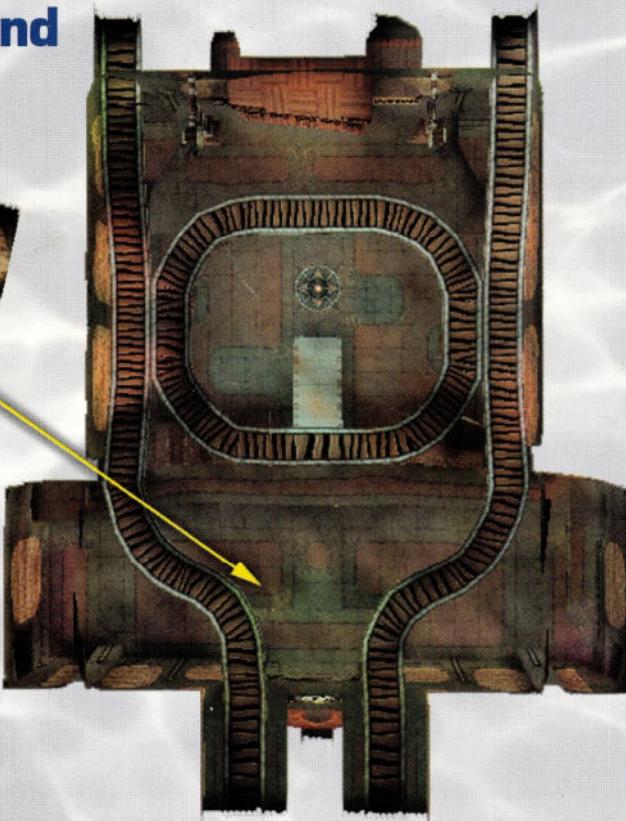
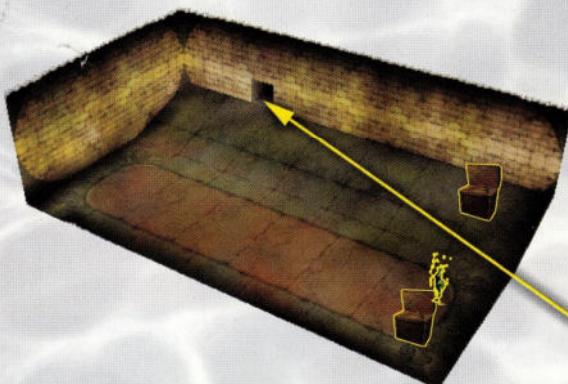
...then your next left. The exit is dead ahead.



Level 7



Dan-kenstein: Dan-Hand



The severed hands in this level are immediately inside the Limb Creature room, through the hall doors at the opposite end of the Laboratory.



As you come down the small ramp entering the room, you'll find our handy friends. Stick your head on one and let's go! The hole we need is right against the ramp. Don't worry about Sir Dan... we won't leave him unprotected for long.





Inside this small room, you'll find a Fountain of Rejuvenation and a couple of mangy rats. Avoid the rats and soak up that juice!



Take the two Chests of Gold and quickly head back outside. Return to Headless Sir Dan and get your head on your shoulders before a Limb Creature makes mincemeat out of you!



Now, just complete the level once again and you'll be good to go.



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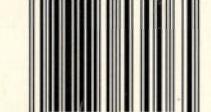
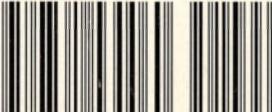
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ISBN 0-7615-3006-1



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